



# **PKMS Promotions User Guide**

March 2021

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# Version History

Version History			
Date	Revision History	Revision Class	Comments
4/28/2015	1.0	Major	First tracked version
8/7/2019	1.1	Minor	Reformatted to Everi document style
6/25/2020	1.2	Minor	Updated page 16 and page 18 to state only PlayerID header is required for CSV file
9/2/2020	1.3	Minor	Added barcode steps to receipt configuration process
10/23/2020	1.4	Minor	Replaced Adding a Sub-Prize with Configure Multiple Prizes
11/11/2020	1.5	Minor	Corrected verbiage in Prizes section regarding prize values for Konami, Scientific Games (Bally), and Aristocrat Included Appendix B – Testing a Promotion
12/14/2020	2.0	Major	Numerous updates to account for changes introduced in the latest versions of PKMS.
3/26/2021	3.0	Major	Numerous updates to account for changes introduced in the latest versions of PKMS.

# Overview

The PowerKiosk Management System (PKMS) is a robust engine which consists of multiple modules. Each module serves a specific core function within PKMS. The focus of this guide is the Promotions module.

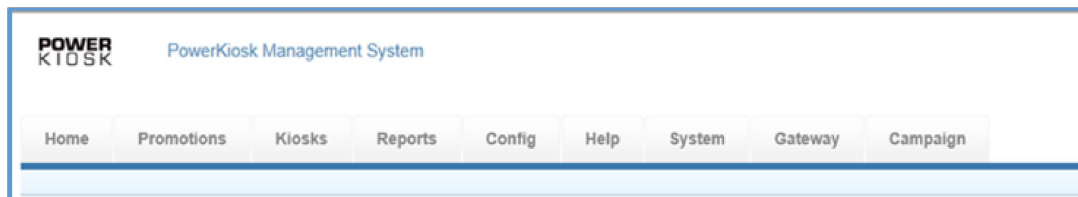
Ensure all host system upgrades, migrations, or changes are communicated to Loyalty Support so Everi can determine if further action is required.

## PKMS User Interface and Navigation

- PKMS is a web-based application. The application is accessed by opening a customer-specific URL within a usable web browser.

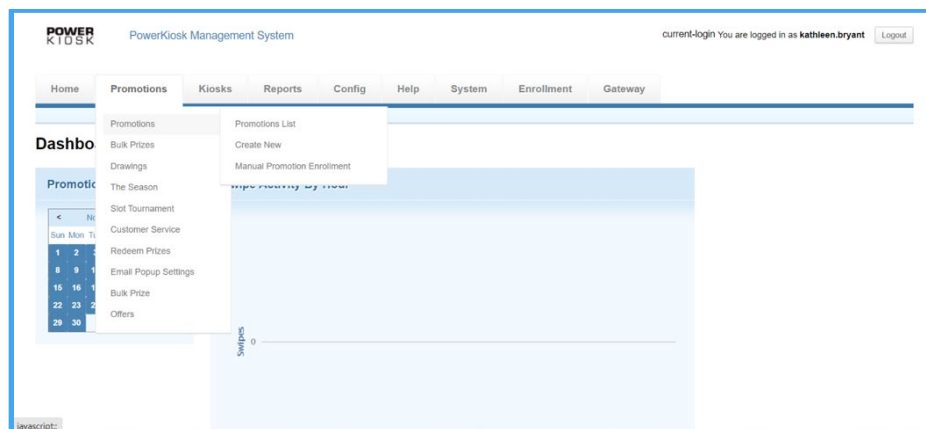
**Note:** PKMS is optimized for use with Google Chrome.

- The user interface is organized by tabs, displayed across the top of the PKMS application.
- PKMS allows the user to manage all promotions, prizes, prize distribution, and the promotion assets and language that display on the kiosks.



- By hovering the mouse cursor over a specific tab, additional options display related to each selection. For example, in the **Promotions** tab, hovering over the **Promotions** option displays the **Promotions List**, **Create New**, and **Manual Promotion Enrollment** sub-options.

**Note:** If there are no promotions in the system, the **Offers** option does not display.





# Promotions

Promotions are either One Screen Promotions (non-game based) or Typical Promotions (game-based).

## One Screen Promotion (Non-Game)

A promotion where no actual game is presented. This promotion type allows the patron to reveal a prize by selecting (touching) a promotional tile on the kiosk.

## Typical Promotions (Game-Based)

Game-based promotions begin with an introduction movie, allow the patron to play the game, and conclude by awarding the patron a prize. Game types include:

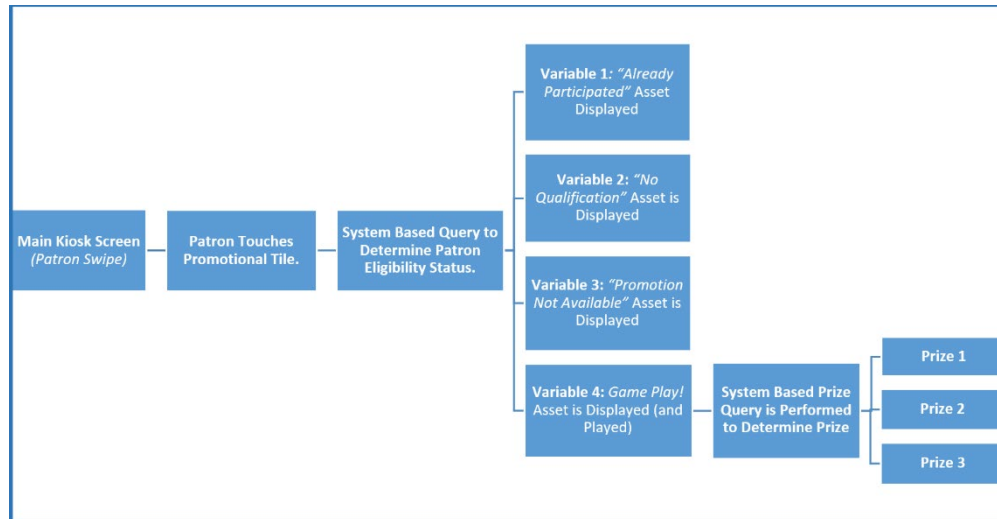
- Scratcher
- Wheel
- Select a Prize
- Match
- One Click
- Redeem
- Slot (Reel)
- Episodic (Game Boards)

The Promotions module is the core module within PKMS, allowing users to configure promotions that translate into a collection of games and/or prizes presented to patrons through kiosks installed within a casino or venue. The Promotions module leverages information contained within an external patron management system. There are no system limitations to the quantity of promotions or prizes created within PKMS. PKMS offers fast and reliable methods of importing, exporting, and reusing promotions. PKMS also allows VIP patron override settings per promotion to ensure the top patrons are offered the top rewards.

## Kiosk Workflow

The Promotions module is a collection of promotion assets and prize screens. When a patron swipes their loyalty card at the kiosk, the kiosk displays a series of promotions. Visible promotions are based on the promotion configuration in PKMS.

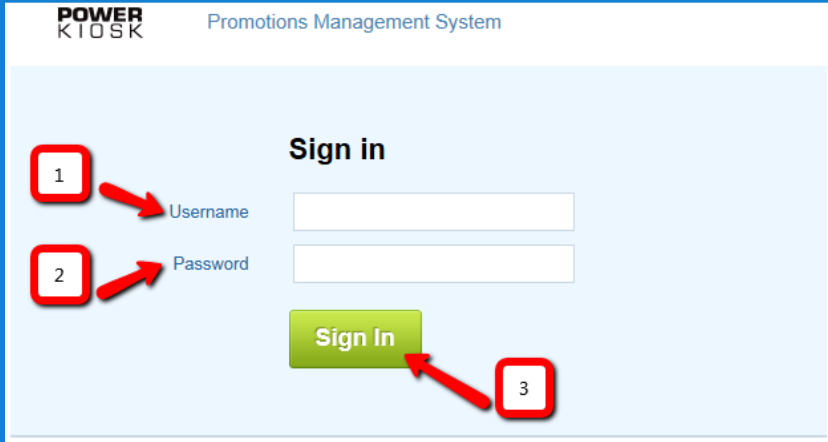
When the patron touches a tile on the Kiosk screen, the system determines the status of the promotion for that patron. The patron is presented with a promotion or an informational screen based on the status.



## Accessing PKMS

The user must access and sign in to PKMS prior to creating a new promotion.

1. Navigate to the URL provided for PKMS access.
2. In the **Username** field, enter the username.
3. In the **Password** field, enter the password.
4. Click **Sign In**.



The screenshot shows the 'POWER KIOSK Promotions Management System' sign-in page. It features a 'Sign in' heading, two input fields for 'Username' and 'Password', and a green 'Sign In' button. Red numbered callouts are used to guide the user: '1' points to the Username field, '2' points to the Password field, and '3' points to the Sign In button.

# Creating a New Promotion

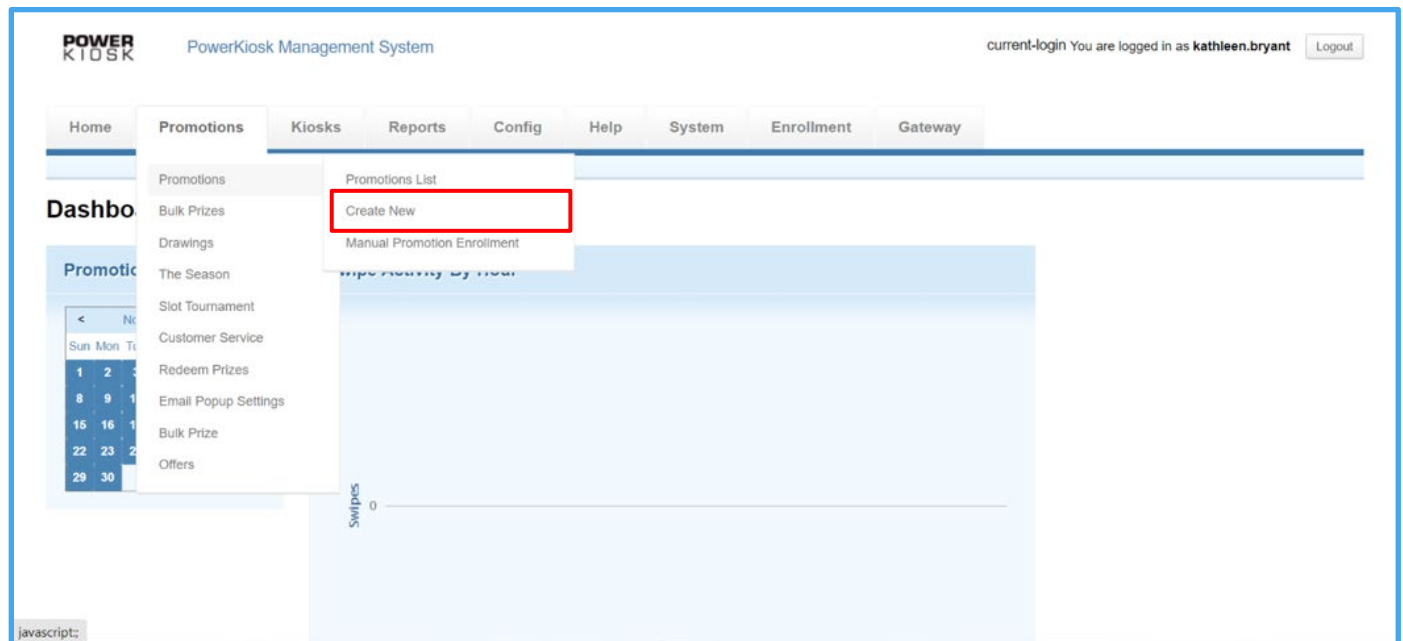
This section of the guide defines and describes each step required to configure a new promotion. The focus of this section is explaining each field in detail and visually outlining the process. To review real-world scenarios, refer to the [Promotion Configuration Scenario](#) section of this guide.

The promotion creation process is divided into six sections. Each of the below sections are covered in detail in this guide.

- [General Information](#)
- [Enrollment](#)
- [Prizes](#)
- [Receipt](#)
- [Assets](#)
- [Advanced Configuration](#)

To create a new promotion:

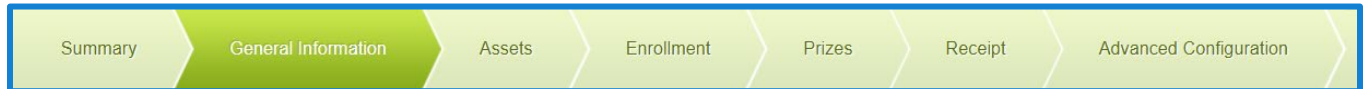
1. Hover over the **Promotions** tab.
2. In the menu, hover over the **Promotions** option.
3. Click **Create New**.



# General Information Page

When **Create New** is selected, PKMS generates a new promotion and displays the **General Information** page of that promotion. General information about the promotion is completed in this section.

**Note:** The pale green navigation bar always indicates the current selection with a more vibrant shade of green.



## Name and Description

**Name & Description**

Promotion Name

Description

Priority

0

Use this field to determine the order of promotions on the guest's screen. Higher numbers appear first on the list of promotions. For example, if you enter 0, it will be the last promotion to appear on guest's screen.

☐ Inactive

If you check this, it will make this promotion completely inactive, regardless of its dates

☐ Archived

☐ Post to Calendar

**Promotion Name:** Enter the name of the promotion.

**Description:** Enter the description of the promotion. This description should contain information about all key aspects of the promotion. If applicable, this may be the same description as submitted to the Gaming Commission.

**Note:** This description is for internal use only; patrons do not see this.

**Priority:** Enter the priority level of the promotion; each promotion defaults to zero. The priority level drives the order in which each promotion displays on the screen, with the highest priority number displaying first. If the priority level is the same for multiple promotions, the promotions display in alphabetical order or by highest promotion ID, depending on the Promotion List assets. Test and confirm the location of a promotion tile on the screen based on its priority level before it goes live.

**Note:** If priorities are assigned to promotions, a numbering sequence should be applied in intervals of 5. This allows users to place new promotions between existing promotions without reprioritizing the existing promotions.

**Inactive:** By checking the **Inactive** box, the promotion is marked inactive and does not display on the kiosk regardless of dates and times entered.

**Note:** Everi recommends marking promotions as inactive while configuring the promotion to ensure the promotion is not deployed until it is complete. A promotion may be marked active or inactive at any time.

**Archived:** By checking the **Archived** box, the promotion is archived and does not display on the kiosk regardless of dates and times entered.

**Note:** Everi recommends archiving seasonal or recurring promotions to keep them out of the list of active promotions until their next use.

**Post to Calendar:** Checking the **Post to Calendar** box causes the **Calendar Description** field to display on the page and the promotion to display on the kiosk calendar for all patrons.

**Note:** Checking Post to Calendar displays the promotion on the kiosk calendar for all patrons. For promotions that are not open to all patrons, it is best practice to keep the Post to Calendar box unchecked.

## Dates and Times

Users must schedule promotions in the **Dates and Times** section. This section controls when the promotion is scheduled from a marketing perspective, as well as when and how the promotions appear on the kiosk.

**Start Date 1:** The **Start Date 1** field has two sections: one for date and one for time. Enter the date and time for the promotion to start.

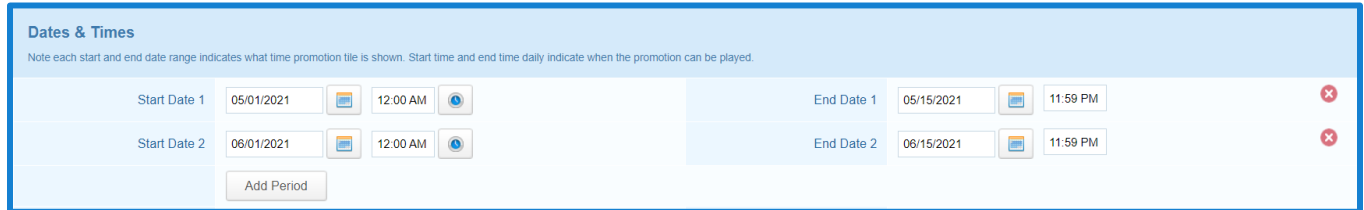
**Note:** To advertise a promotion before the promotion start date, create a calendar event.

**End Date 1:** The **End Date 1** field has two sections: one for date and one for time. Enter the date and time for the promotion to end.

**Add Period:** A period can refer to a single date or a date range. There is no limit to the number of periods each promotion can have. Additional periods may be necessary in cases where a single promotion is only active during specific date ranges.

*Example:*

A promotion is valid between May 1<sup>st</sup> – 15<sup>th</sup>, and again from June 1<sup>st</sup> – 15<sup>th</sup>. During the period of May 16<sup>th</sup> – 31<sup>st</sup>, the promotion is not active.



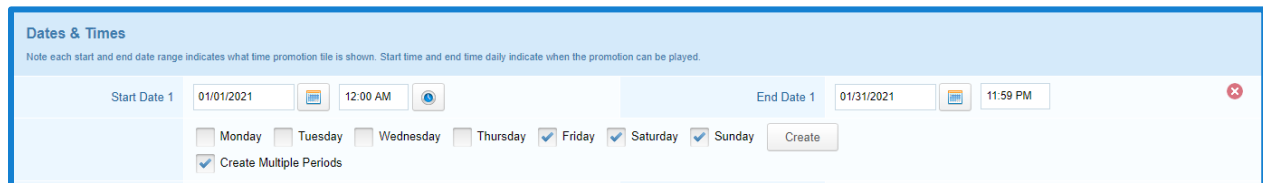
**Note:** To **remove** a period, click the **Delete**  icon to the right of the period.

**Create Multiple Periods:** The **Create Multiple Periods** function is used when a promotion requires several periods based on the days of week. This function is designed to save time and provide a fast and easy way to build multiple periods.

By checking the **Create Multiple Periods** box, the system reveals a box for each day of the week, along with a **Create** button. When **Create** is clicked, the system creates each period based on the selected criteria.

*Example:*

The promotion is valid every Friday, Saturday, and Sunday from January 1<sup>st</sup> – January 31<sup>st</sup>.

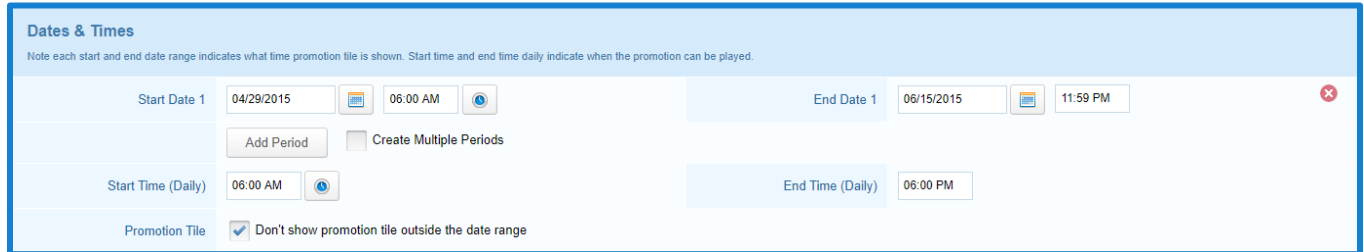


**Start Time (Daily):** The **Start Time (Daily)** field controls the daily time that the promotion starts displaying on the kiosk.

**End Time (Daily):** The **End Time (Daily)** field controls the daily time that the promotion stops displaying on the kiosk.

*Example:*

The promotion is valid from April 29<sup>th</sup> at 6:00 AM – May 15<sup>th</sup> at 11:59 PM, but the user only wants the promotional tile to display from 6:00 AM to 6:00 PM daily.



**Dates & Times**  
Note each start and end date range indicates what time promotion tile is shown. Start time and end time daily indicate when the promotion can be played.

Start Date 1	04/29/2015	06:00 AM	End Date 1	06/15/2015	11:59 PM
<input type="button" value="Add Period"/> <input type="checkbox"/> Create Multiple Periods					
Start Time (Daily)	06:00 AM	End Time (Daily)	06:00 PM		
Promotion Tile	<input checked="" type="checkbox"/> Don't show promotion tile outside the date range				

**Note:** The best practice recommendation is to configure the most common promotion start and end times as a default.

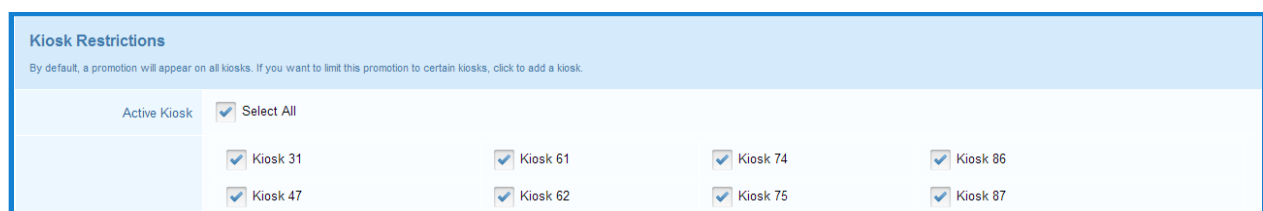
**Promotion Tile:** By default, this option is not selected.

- By checking the **Don't show promotion tile outside the date range** box, the promotional tile is not visible to any patron outside of the daily start and end time periods.
- If the **Don't show promotion tile outside the date range** box is unchecked, the promotional tile remains visible on the kiosk screen for the duration of the promotion. If a patron selects a promotional tile during a date or time period when the promotion is not active, the patron receives a message stating the promotion is not available.

## Kiosk Restrictions

**Active Kiosk:** By default, all kiosks are selected. Kiosk restrictions allow the ability to select individual kiosks. Select a kiosk to display the promotion by checking the box next to the kiosk name. Clearing a kiosk box prevents the promotion from displaying on the associated kiosk.

**Note:** When testing promotions before making them available to patrons, clear the **Select All** box and ensure only the testing kiosk is selected.



**Kiosk Restrictions**  
By default, a promotion will appear on all kiosks. If you want to limit this promotion to certain kiosks, click to add a kiosk.

Active Kiosk	<input checked="" type="checkbox"/> Select All			
	<input checked="" type="checkbox"/> Kiosk 31	<input checked="" type="checkbox"/> Kiosk 61	<input checked="" type="checkbox"/> Kiosk 74	<input checked="" type="checkbox"/> Kiosk 86
	<input checked="" type="checkbox"/> Kiosk 47	<input checked="" type="checkbox"/> Kiosk 62	<input checked="" type="checkbox"/> Kiosk 75	<input checked="" type="checkbox"/> Kiosk 87



## Promotion List Image

The promotional tile, which displays on the kiosk, is uploaded in the **Promotion List Image** section. All promotions must have an uploaded promotional tile to display on the kiosks.

**Thumbnail:** Click **Browse**. Navigate to the location of the promotion list image. Select the image. The file path returns to the **Upload Image** window.


Promotion List Image	
(Optional) Upload an image to appear on the graphical version of the Promotion List the guest will see after swiping at the kiosk.	
Thumbnail	Upload
	Upload image: <input type="text"/> <input type="button" value="Browse..."/>

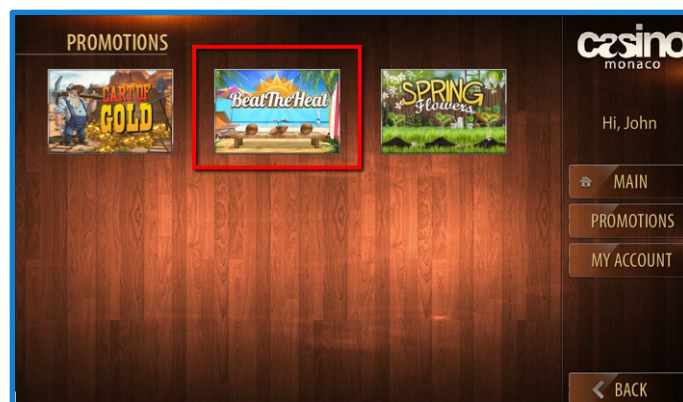
**Note:** The image size recommendation is **320 X 217 px** and the format must be **.PNG**.

**Save:** Saves the configured settings for the promotion.

- When the **General Information** page is saved, the thumbnail image corresponding to the promotional list image displays under the **Thumbnail** label. An image may be removed by clicking the **Delete Current Image** box.

<input type="button" value="Save"/> or <input type="button" value="Cancel"/>
--

Promotion List Image	
(Optional) Upload an image to appear on the graphical version of the Promotion List the guest will see after swiping at the kiosk.	
Thumbnail	Upload
	Upload image: <input type="text"/> <input type="button" value="Browse..."/> <input type="checkbox"/> Delete current image



# Enrollment Page

After the information on the **General Information** page is saved, navigate to the **Enrollment** page of the promotion.



## Enrollment

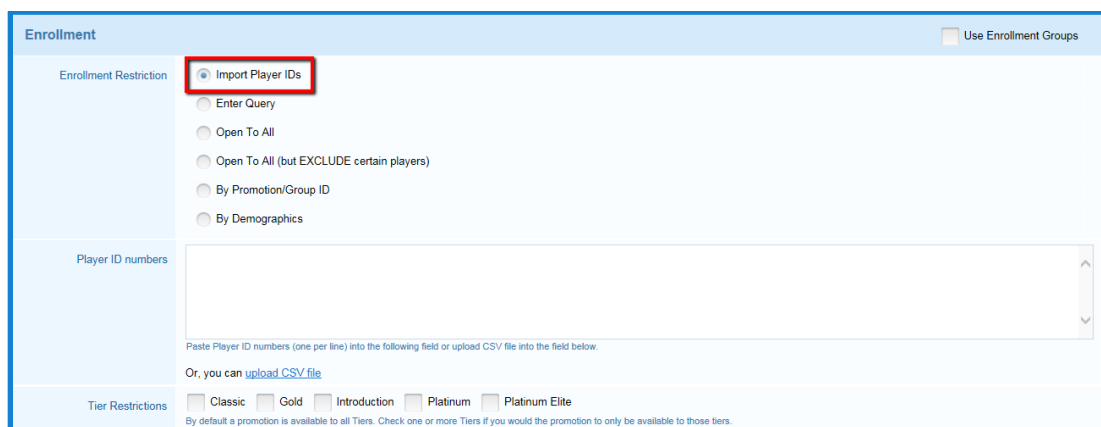
Only patrons who meet the criteria defined in this section can see the promotional tile on the kiosk and participate in the promotion. The options in this section are dynamic depending on which radio button is selected.

### Enrollment Restrictions

This section defines who can participate in the promotion based on the patron's information in the player tracking system.

**Import Player IDs:** Selecting **Import Player IDs** causes the **Player ID Numbers** field to display. This option allows a list of player IDs to be defined. Player IDs may be pasted in the **Player ID Numbers** field, one Player ID per row. Alternatively, users can upload a large number of Player IDs simultaneously in a CSV file by clicking the **Upload CSV file** link under the **Player ID Numbers** field.

**Note:** The CSV header is written as **PlayerID**. When using CSV files, test and confirm Player IDs have uploaded before making the promotion available to patrons.

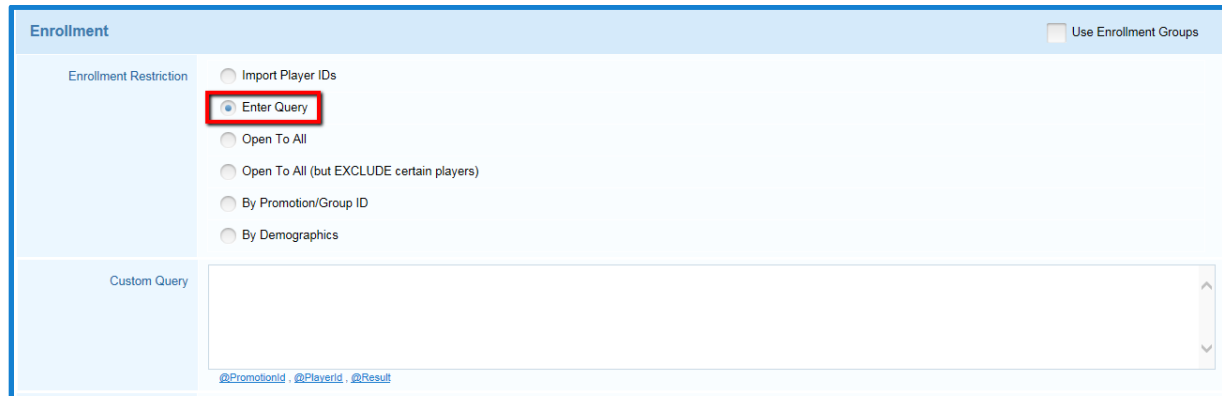


**Enter Query:** By selecting **Enter Query**, the **Custom Query** field displays. This section allows database administrators to enter a custom query, which may perform actions such as pulling information from an

external system. The purpose of the query is to identify patrons eligible to enroll based on defined query criteria instead of criteria not included within PKMS system options.

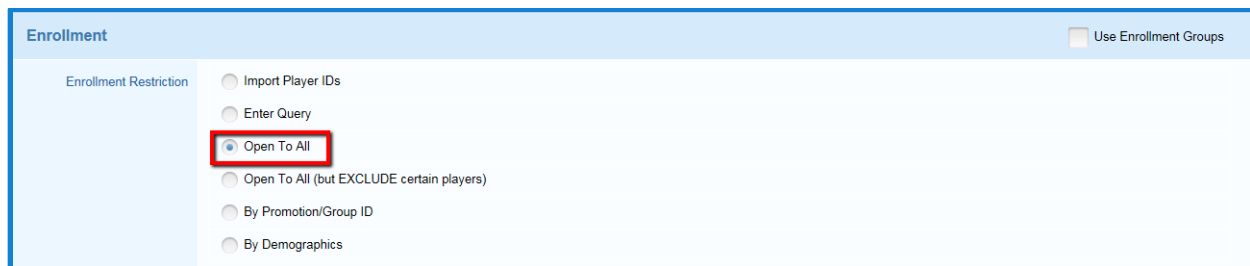
**Caution:** Always test and confirm the functionality of a promotion using custom queries before making them available for use by patrons. Failure to do so may result in unintended consequences in a live environment.

**Note:** The query format is Microsoft SQL, and all queries must return **True** or **False** responses. If the query returns **True**, the promotion is visible to the patron; if the query returns **False**, the promotion is not visible to the patron.



The screenshot shows the 'Enrollment' section of a form. Under 'Enrollment Restriction', there are six radio button options: 'Import Player IDs', 'Enter Query' (which is selected and highlighted with a red box), 'Open To All', 'Open To All (but EXCLUDE certain players)', 'By Promotion/Group ID', and 'By Demographics'. Below these options is a 'Custom Query' text area with a placeholder text '@Promotionid , @Playerid , @Result' and a vertical scrollbar on the right. A checkbox labeled 'Use Enrollment Groups' is located in the top right corner of the form.

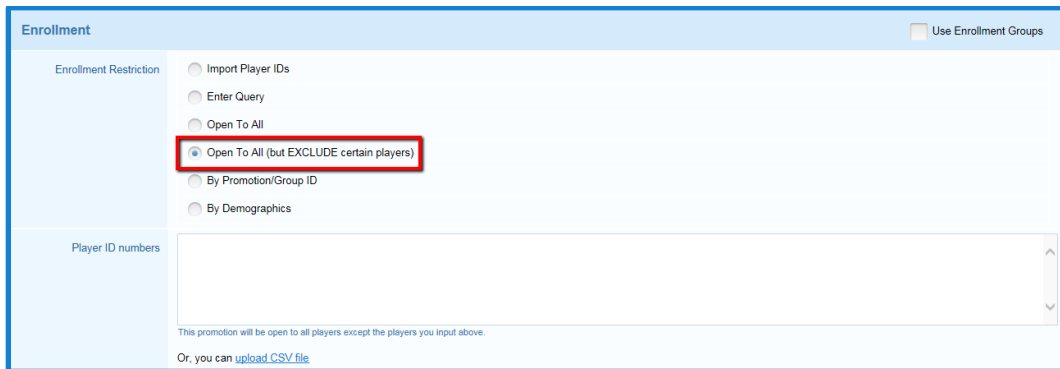
**Open To All:** By selecting **Open To All**, no enrollment qualifications are required for the promotion at this step. Earning requirements are configured in the [Qualifications](#) section.



The screenshot shows the 'Enrollment' section of a form. Under 'Enrollment Restriction', there are six radio button options: 'Import Player IDs', 'Enter Query', 'Open To All' (which is selected and highlighted with a red box), 'Open To All (but EXCLUDE certain players)', 'By Promotion/Group ID', and 'By Demographics'. The 'Custom Query' text area and the 'Use Enrollment Groups' checkbox are also visible.

**Open To All (but EXCLUDE certain players):** Selecting this option causes the **Player ID Numbers** field to display. The Player IDs entered are not eligible to participate in the promotion. Player IDs may be pasted in the **Player ID Numbers** field, one Player ID per row. Users can also upload Player IDs by clicking the **upload CSV file** link.

**Note:** The CSV header is written as **PlayerID**. Everi recommends uploading a CSV file when allowing a large list of Player IDs. When using CSV files, test and confirm Player IDs have uploaded before making the promotion available to patrons.



The screenshot shows the 'Enrollment' form. Under 'Enrollment Restriction', the option 'Open To All (but EXCLUDE certain players)' is selected and highlighted with a red box. Below this, there is a text area for 'Player ID numbers' and a link to 'upload CSV file'. A checkbox for 'Use Enrollment Groups' is in the top right corner.

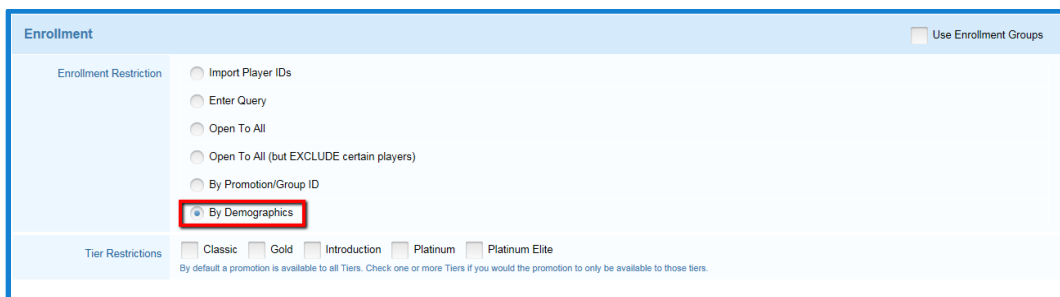
**By Promotion/Group ID:** Selecting this option causes the **Group #** field to display. Enter the promotion or Group ID from the Patron Management System. Only patrons who are included in the Group ID see the promotion on the kiosk.

**Note:** The **By Promotion/Group ID** option only works for certain player tracking systems. Before making the promotion available to patrons, test, and confirm this restriction functions as intended.



The screenshot shows the 'Enrollment' form. Under 'Enrollment Restriction', the option 'By Promotion/Group ID' is selected and highlighted with a red box. Below this, a 'Group #' field is visible. At the bottom, there are 'Tier Restrictions' for Classic, Gold, Introduction, Platinum, and Platinum Elite, with Platinum and Platinum Elite checked. A checkbox for 'Use Enrollment Groups' is in the top right corner.

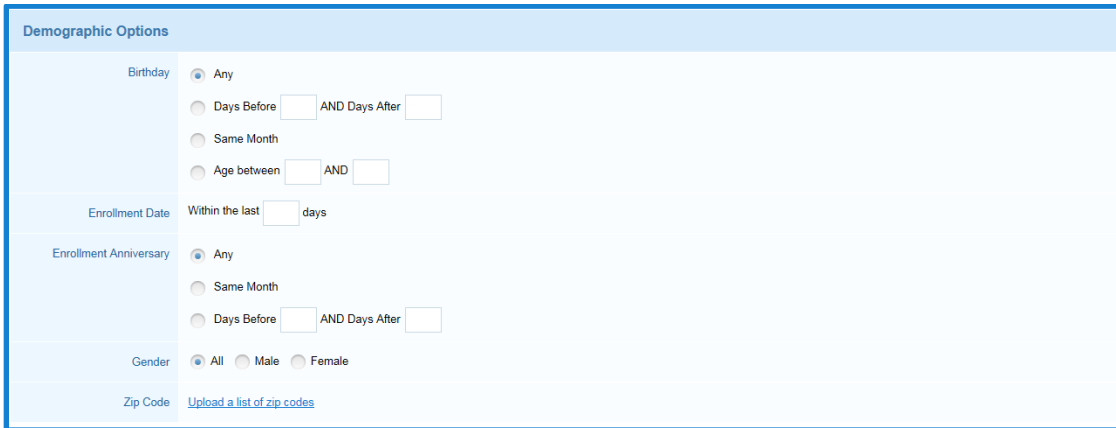
**By Demographics:** By selecting **By Demographics**, a new section called **Demographic Options** displays below the **Enrollment** section. Demographics may be configured to restrict promotion eligibility by using the following information from the patron management system:



The screenshot shows the 'Enrollment' form. Under 'Enrollment Restriction', the option 'By Demographics' is selected and highlighted with a red box. Below this, there are 'Tier Restrictions' for Classic, Gold, Introduction, Platinum, and Platinum Elite. A checkbox for 'Use Enrollment Groups' is in the top right corner.

- Birthdate or Age
- Player's Club Enrollment Date or New Member Enrollment

- Gender
- Zip Code



**Birthday:** The **Birthday** section allows specific information about a patron's birthday or age to be used to configure promotion eligibility.

- **Any:** By selecting this option, any patron with a birthdate is eligible to qualify for the promotion; the promotion is not restricted by birthdate or age.
- **Days Before X AND Days After X:** Patrons see the promotion on the kiosk if the current date is X days before their birthday or X days after their birthday. This creates a date range of eligibility. The birthday range requirements must fall within the promotion period defined on the **General Information** page.
- **Same Month:** By selecting this option, patrons who have a birthday within the month of the scheduled promotion see the promotion on the kiosk.
- **Age between X AND X:** Patrons see the promotion on the kiosk if their age is exactly, or falls within, either number in the specified range.

**Enrollment Date:** The **Enrollment Date** section allows the patron enrollment date to be used to configure promotion enrollment.

- **Within the Last X Days:** By entering a number in this field, the promotion is limited to patrons who enrolled in the player's club within the specified number of days.

**Enrollment Anniversary:** The **Enrollment Anniversary** section allows enrollment to be restricted to patrons who have an enrollment anniversary within the current month or within a specified number of days before or after the promotion.

- **Any:** By selecting this option, any patron who has an enrollment anniversary is eligible to participate in the promotion.
- **Same Month:** By selecting this option, any patron who has an enrollment anniversary within the month of the promotion period is eligible to participate in the promotion.

- **Days Before X AND Days After X:** Patrons see the promotion on the kiosk if the current date is X days before their enrollment anniversary or X days after their enrollment anniversary.

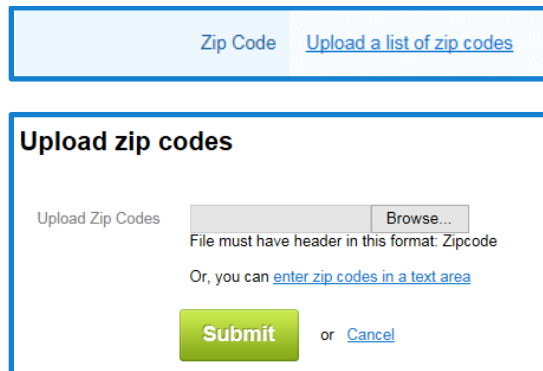
**Gender:** The **Gender** section allows enrollment to be restricted to patrons who fall under a specific gender classification. Gender restrictions are often used for Mother's Day and Father's Day promotions.

- **All:** By selecting all, no gender restrictions are placed.
- **Male:** By selecting this option, only male patrons are eligible for participation in the promotion.
- **Female:** By selecting this option, only female patrons are eligible for participation in the promotion.

**Caution:** Incomplete gender data in the patron management system may cause patrons to be unintentionally omitted from the promotion. Ensure all genders are properly entered before using this option.

**Zip Code:** The **Zip Code** section allows enrollment to be restricted to patrons who reside within a specific ZIP code, or a specific list of ZIP codes. ZIP codes may be uploaded via a CSV file or pasted in the text area, one per line. To type the codes individually, click the **enter zip codes in a text area** link under the **Upload Zip Codes** field.

**Note:** The CSV header format is **Zipcode**. The ZIP code format in the CSV file must match format provided in the player tracking system. Before making the promotion available to patrons, test and confirm this restriction functions as intended.



Zip Code [Upload a list of zip codes](#)

**Upload zip codes**

Upload Zip Codes

File must have header in this format: Zipcode

Or, you can [enter zip codes in a text area](#)

or [Cancel](#)

**Tier Restrictions:** Determines which tier of patrons can access the promotion. Tier restrictions function with any enrollment restriction.

*Example:*

When the **Platinum** and **Platinum Elite** tiers are selected, only Platinum and Platinum Elite tiered patrons can see the promotion.



Tier Restrictions ☐ Classic ☐ Gold ☐ Introduction ☒ Platinum ☒ Platinum Elite

By default a promotion is available to all Tiers. Check one or more Tiers if you would the promotion to only be available to those tiers.

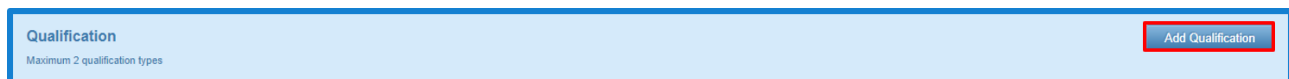
**Note:** Everi works with each client to configure the proper tier labels.

## Qualifications

Qualifications are configured to define the way each eligible patron may qualify to participate in the promotion.

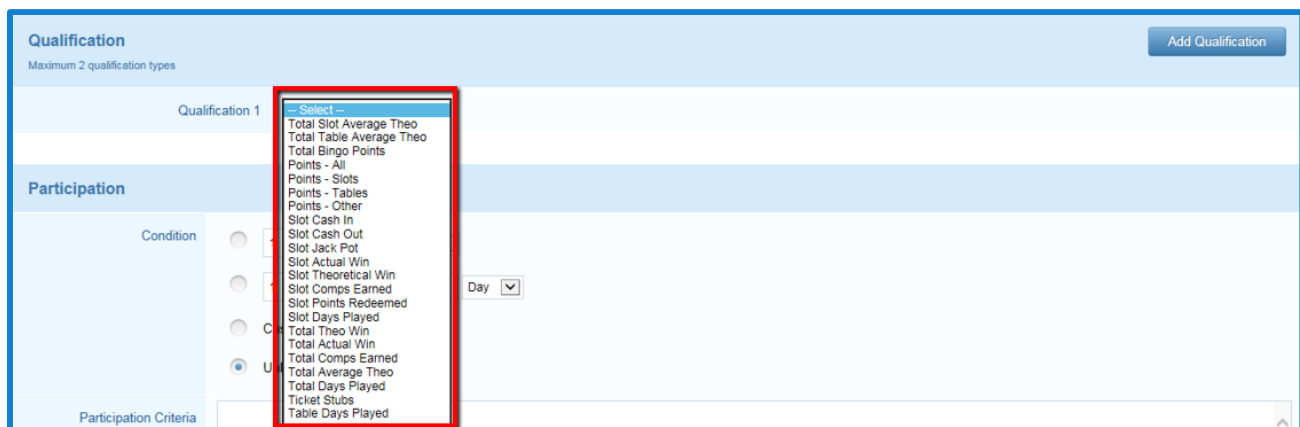
A maximum of two qualifications may be configured. If one qualification is configured, the patron must meet that criteria in order to participate. If two qualifications are configured, PKMS allows the option of requiring one or both to participate.

To display qualification options, click **Add Qualification**.



**Qualification 1:** By clicking the **Qualification 1** drop-down, a list is displayed. Select the qualification.

**Note:** The **Qualification** options vary by the player tracking system and version of PKMS being used. Before making the promotion available to patrons, test and confirm the selected qualification functions as intended.



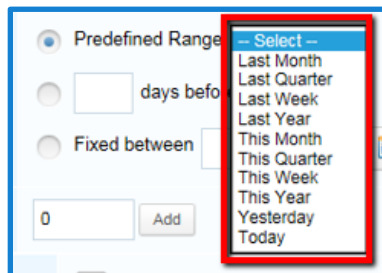
**Consideration 1:** The **Consideration** section tells PKMS the timeframe a patron has to meet the qualification for this promotion. Timing options include:

- **Participation Day:** The qualification must be met on the day of the promotion participation.
- **Promotion Period:** The qualification must be met within the promotion period. For promotions with multiple periods, the qualification must be met within each promotion period.

**Note:** Ensure the [promotion periods](#) are correct according to the required qualifications.

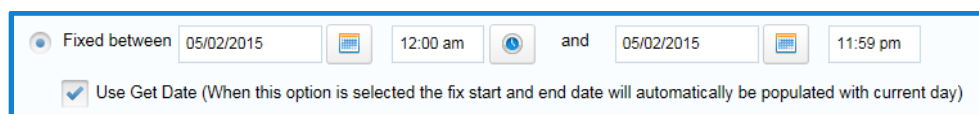
- **Life Time:** The qualification must be met between the player's club enrollment date and the current date. This field does not display for all Qualification options or player tracking systems.

- **Predefined Range:** The qualification must be met within the specified range. The available range options are:
  - **Last Month:** The qualification must have been met last month. This means between the first and last days of the previous month.
  - **Last Quarter:** This qualification must have been met last quarter. This means between the first and last days of the previous quarter (January – March, April – June, July – September, or October – December).
  - **Last Week:** This qualification must have been met last week. This means between Monday and Sunday of the previous week.
  - **Last Year:** This qualification must have been met last year. This means between January 1 and December 31 of last year.
  - **This Month:** The qualification must be met this month. This means between the first and last days of this month.
  - **This Quarter:** This qualification must be met this quarter. This means between the first and last days of this quarter (January – March, April – June, July – September, or October – December).
  - **This Week:** This qualification must be met this week. This means between Monday and Sunday of this week.
  - **This Year:** This qualification must be met this year. This means between January 1 and December 31 of this year.
  - **Yesterday:** This qualification must have been met yesterday.
  - **Today:** This qualification must be met today starting at 12 AM.



- **X days before swipe:** The qualification must be met within a specific number of days before the patron swipes at the kiosk.
- **Fixed between X and X:** The qualification must be met within a specified date and time range.

**Note:** In older versions of PKMS, a **Use Get Date** box displays when **Fixed between** is selected. If the **Use Get Date** box is selected, the fix start and end dates are populated with the current day. This box is replaced by the **Current day between X and X** option in newer versions.





- **Current day between X and X:** The qualification must be met today within the specified time range.

☒ Current day between
 

 and

**Amount:** Define the amount required for the selected qualification in the **Amount** section.

**Qualification**  
Maximum 2 qualification types

Qualification 1

Points - All

☒ Participation Day  
☐ Promotion Range  
☐ Life Time  
☐ Predefined Range -- Select --  
☐ days before swipe  
☐ Fixed between 05/02/2015 12:00 am and 05/02/2015 11:59 pm

Amount

100

Add

Don't show promotion tile if player does not meet qualification

- **Adding Multiple Amounts:** By clicking **Add**, multiple amount fields may be added and configured. Adding multiple amounts allows the patron to qualify for the promotion multiple times, based on the amounts entered.
- **Single Amount, Multiple Participations:** If a promotion has a single **Amount** value and multiple participations, the patron must earn the **Amount** value for each participation.

#### Example

A promotion is configured with an **Amount** qualification of 100 points and five participations. To receive the first participation, the patron must earn 100 points. To receive the second participation, the patron must earn an additional 100 points (totaling 200 points). To receive all five participations, the patron must earn a total of 500 points.

Amount

100

Add

- **Multiple Amounts, Multiple Participations:** If a promotion allows multiple participations, the **Amount** values determines the total amount required to enter each participation.

#### Example

A promotion is configured with three **Amount** values (100, 150, and 250) and three possible participations. To receive the first participation, the patron must earn 100 points; for the second

participation, they must earn an additional 50 points; and for the final participation, they must earn an additional 100 points. To receive all three participations, the patron must earn a total of 250 points.

Amount 1	100
Amount 2	150
Amount 3	250 <input type="button" value="Add"/>

**Promotion Tile:** By clicking the **Promotion Tile** box, only patrons who have qualified for the promotion see the promotional tile on the kiosk.

Promotion Tile	<input type="checkbox"/> Don't show promotion tile if player does not meet qualification
----------------	--

**Adding a Second Qualification:** A second qualification may be added by clicking **Add Qualification** in the **Qualification** section.

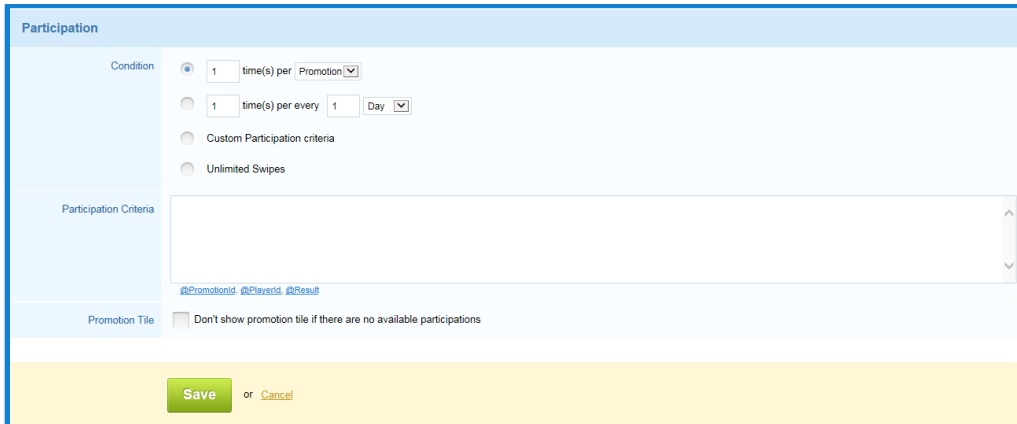
<b>Qualification</b> Maximum 2 qualification types	<input type="button" value="Add Qualification"/>
---	--

- **Operator:** The **Operator** field expands when the second qualification is added. An operator of **AND** requires that a patron meet both the first and second qualifications. An operator of **OR** requires that a patron meet at least one of the two qualifications.
- **Qualification 2:** This field allows the second qualification to be set. The options are identical to the Qualification 1 options.

<b>Qualification</b> Maximum 2 qualification types	
Qualification 1	Points - All <input type="button" value="v"/> <small>Note this qualification will be calculated based on gaming start time, regardless of the time you enter in the time field.</small>
Consideration 1	<input checked="" type="radio"/> Participation Day <input type="radio"/> Promotion Range <input type="radio"/> Life Time <input type="radio"/> Predefined Range -- Select -- <input type="button" value="v"/> <input type="radio"/> days before swipe <input type="radio"/> Fixed between 05/02/2015 <input type="button" value="v"/> 12:00 am <input type="button" value="v"/> and 05/02/2015 <input type="button" value="v"/> 11:59 pm
Amount 1	100
Amount 2	200
Amount 3	300 <input type="button" value="Add"/>
Operator	<input checked="" type="radio"/> AND <input type="radio"/> OR
Qualification 2	-- Select -- <input type="button" value="v"/>
Promotion Tile <input type="checkbox"/> Don't show promotion tile if player does not meet qualification	

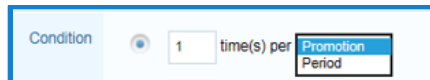
## Participation

The final section of the **Enrollment** page is **Participation**. Participation rules are defined in this section.

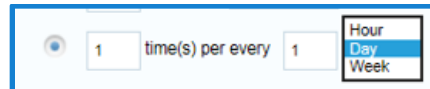


**Condition:** The condition field determines the participation frequency.

- **X Times Per Y:** This option limits patron participation to a set number of times within the promotion or period.



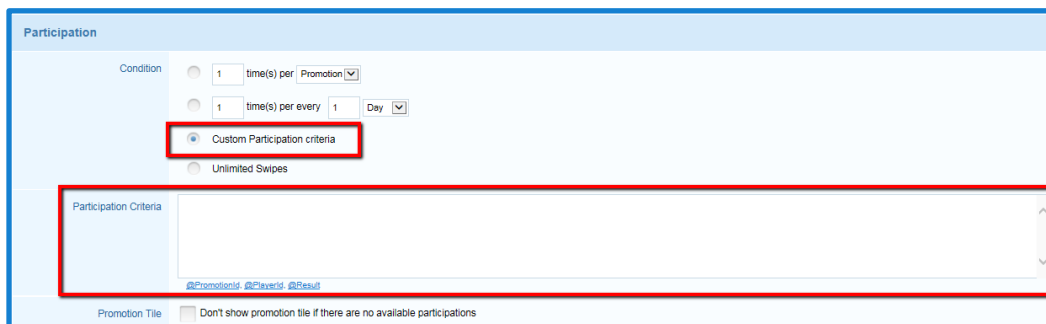
- **X Times Per Every Y Z:** This option limits patron participation to a set number of times within the hour, day, or week interval.



- **Custom Participation Criteria:** This option is an advanced configuration option that allows a custom query to be entered. This query pulls custom information from an external system.

**Note:** The **Participation Criteria** field is used to store the query. Use this field in combination with the **Custom Participation Criteria** selection.

**Caution:** Always test and confirm the functionality of a promotion using custom queries before making them available for use by patrons. Failure to do so may result in unintended consequences in a live environment.



- **Unlimited Swipes:** This option allows qualified patrons to participate an unlimited number of times.

*Example:*

Use Unlimited Swipes when testing to allow for continual testing without having to go back into the promotional build and reset the participation each time. Also use Unlimited Swipes for promotions where patrons continually check their progress at the kiosk.

**Note:** After completing testing for the promotion, administrators may change the Participation Condition back to the intended Participation Condition for the promotion.

- **Promotion Tile:** When this box is checked, the promotion tile only displays on kiosks to patrons who qualify for the promotion. Unqualified patrons do not see the promotion tile until they meet the promotion requirements. When the box is unchecked, the promotion tile displays on kiosks during the active dates and times of the promotion, even if a patron does not qualify for the promotion or has already participated in the promotion and no longer qualifies. By default, this box is unchecked.

<input type="checkbox"/> Promotion Tile	<input type="checkbox"/> Don't show promotion tile if there are no available participations
---	---

**Note:** Checking this box displays another field that allows the promotion tile to display to the patron again for a specified number of hours after their last participation. To have the promotion tile only display on the kiosk to patrons who qualify for the promotion, type 0 in this field.

Promotion Tile	<input checked="" type="checkbox"/> Don't show promotion tile if there are no available participations
Show the promotion tile for only <input type="text" value="0"/> hours after the last participation	

**Save:** Saves the configured enrollment settings for the promotion.

## Enrollment Groups

In the **Enrollment** section of the **Enrollment** page, a **Use Enrollment Groups** box displays. This option allows a set of patrons to be configured in separate groups. These groups are then eligible to qualify for a promotion. PKMS allows the configuration of different enrollment requirements and prize options for these groups.

To configure an Enrollment Group, follow the procedure below:

1. Click the **Use Enrollment Groups** box.

2. In the **Enrollment Group Type** section, select an **Enrollment Restriction**.

**Note:** Each promotion can only have one enrollment restriction.

- **Import Player IDs:** Restricts promotion eligibility to an uploaded list of players
- **Tier:** Restricts promotion eligibility to property tier levels
- **Qualification (Segment):** Restricts promotion eligibility to a qualification level

If Qualification (Segment) is selected:

- a. In the **Qualification** field, select the qualification for the segment.
- b. In the **Consideration** field, select the consideration for the qualification.

3. In the **Qualification** section, click **Add Qualification** as necessary.

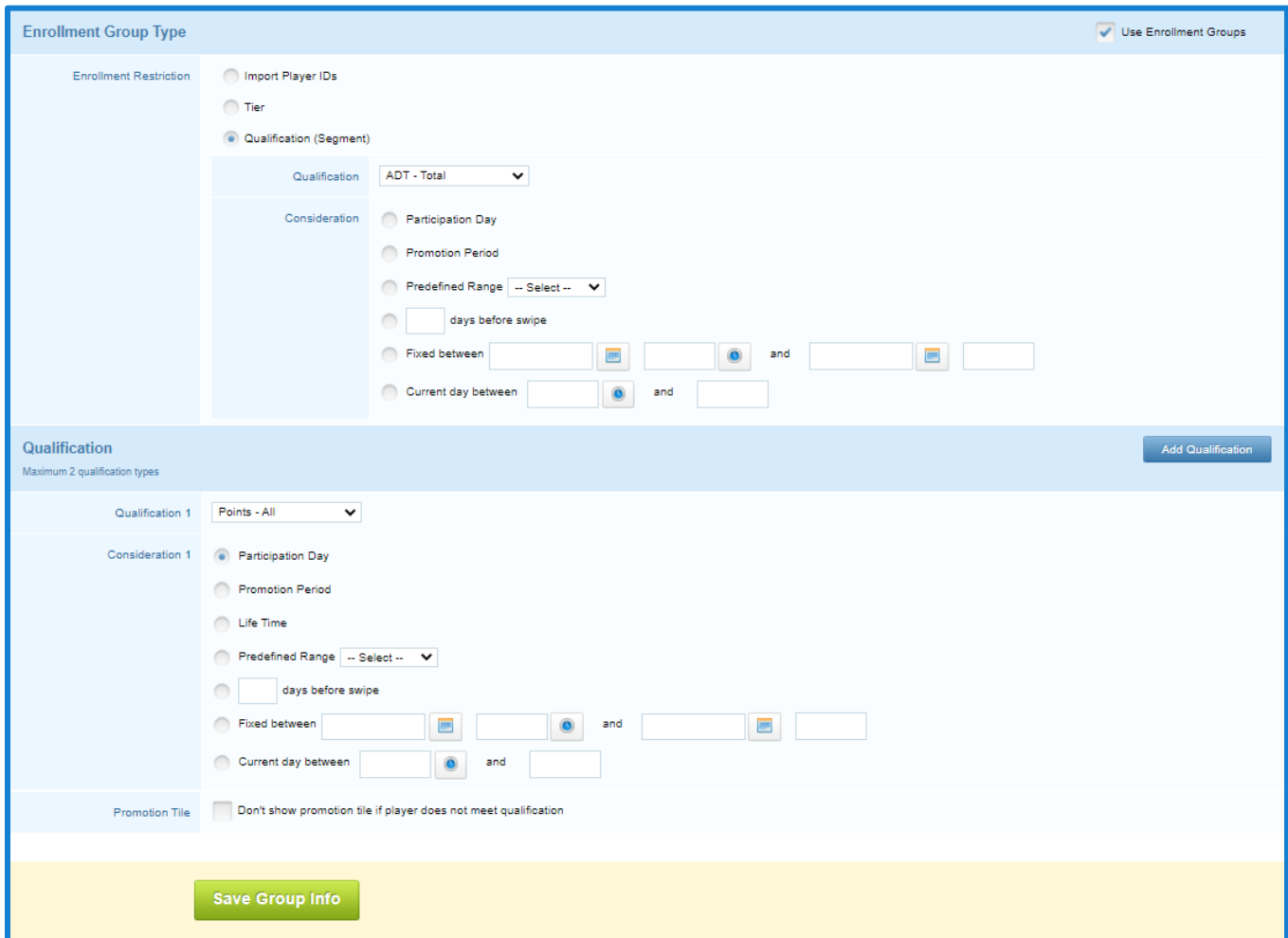
**Note:** This option allows administrators to configure sets of patrons into separate groups based on the Enrollment Restrictions and an additional qualification(s). These groups are then eligible to qualify for a promotion if they meet both the Enrollment Restriction and the additional qualification(s). Each promotion can have up to two additional qualifications.

*Example:*

An Enrollment Group has an Enrollment Restriction of Qualification (Segment) configured to ADT - Total for the last quarter, plus an additional qualification of Points – All for the participation day. Patrons qualify for the promotion if they meet the specified total ADT for the last quarter and earned the specified amount of points during the participation day.

4. Click **Save Group Info**.

**Note:** This applies the Enrollment Group Type and any additional qualification settings, when applicable, to all created Enrollment Groups.



**Enrollment Group Type** ☒ Use Enrollment Groups

**Enrollment Restriction**

- ☐ Import Player IDs
- ☐ Tier
- ☒ Qualification (Segment)

**Qualification** ADT - Total

**Consideration**

- ☒ Participation Day
- ☐ Promotion Period
- ☐ Predefined Range -- Select --
- ☐ days before swipe
- ☐ Fixed between [ ] and [ ]
- ☐ Current day between [ ] and [ ]

**Qualification**

Maximum 2 qualification types

**Qualification 1** Points - All


**Consideration 1**

- ☒ Participation Day
- ☐ Promotion Period
- ☐ Life Time
- ☐ Predefined Range -- Select --
- ☐ days before swipe
- ☐ Fixed between [ ] and [ ]
- ☐ Current day between [ ] and [ ]

**Promotion Tile** ☐ Don't show promotion tile if player does not meet qualification

The **Enrollment Group Criteria** section displays.

5. Click **Add Group**.



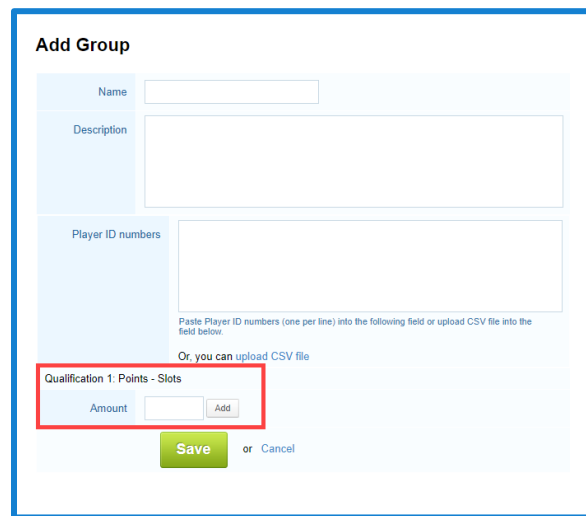
**Enrollment Group Criteria**

No data

## Adding an Enrollment Group – Import Player IDs

To add an Enrollment Group with an enrollment restriction of Import Player IDs, follow the procedure below:

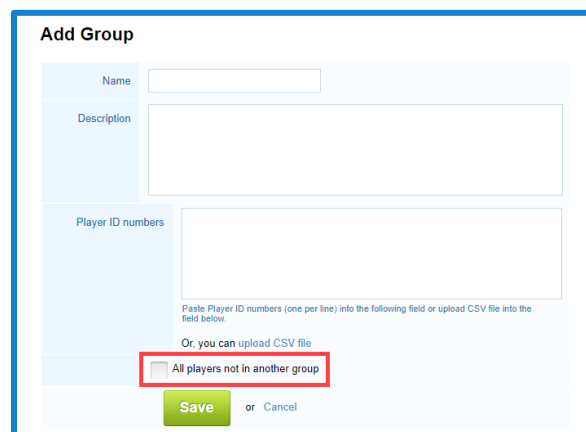
1. In the **Name** field of the **Add Group** window, enter the name of the Enrollment Group.
2. In the **Description** field, enter a description of the group.
3. In the **Player ID numbers** field, enter or upload the player IDs for the group.
4. If a qualification(s) was added, enter the amount required for the qualification criteria in the **Amount** field of the **Qualification** section.



The screenshot shows the 'Add Group' form. It has fields for 'Name', 'Description', and 'Player ID numbers'. Below the 'Player ID numbers' field, there is a note: 'Paste Player ID numbers (one per line) into the following field or upload CSV file into the field below.' and a link: 'Or, you can upload CSV file'. Below this, there is a section titled 'Qualification 1. Points - Slots' which contains an 'Amount' field and an 'Add' button. This section is highlighted with a red box. At the bottom of the form are 'Save' and 'Cancel' buttons.

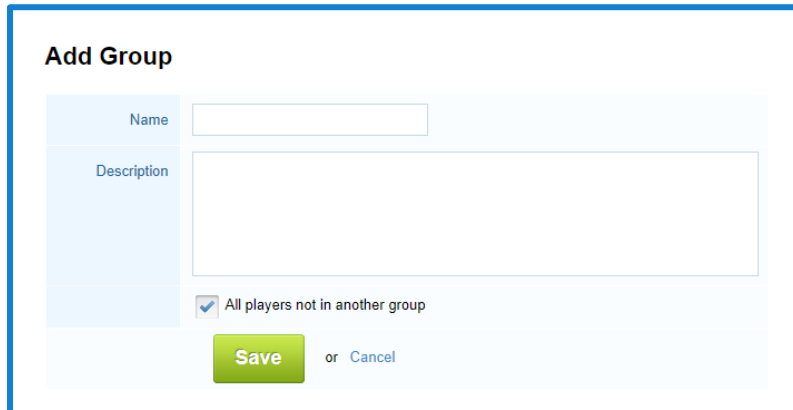
5. Click **Save**.

**Note:** If a second group is added, the **All players not in another group** box displays in the Add Group window. Selecting this box creates a catch-all group that allow players not assigned to any other group to participate in the promotion. There can only be one catch-all group per promotion.



This screenshot shows the 'Add Group' form with an additional checkbox option. Below the 'Or, you can upload CSV file' link, there is a checkbox labeled 'All players not in another group'. This checkbox is highlighted with a red box. The 'Save' and 'Cancel' buttons are at the bottom.

When the **All players not in another group box** is selected, the **Player ID numbers** field is removed.



**Add Group**

Name

Description

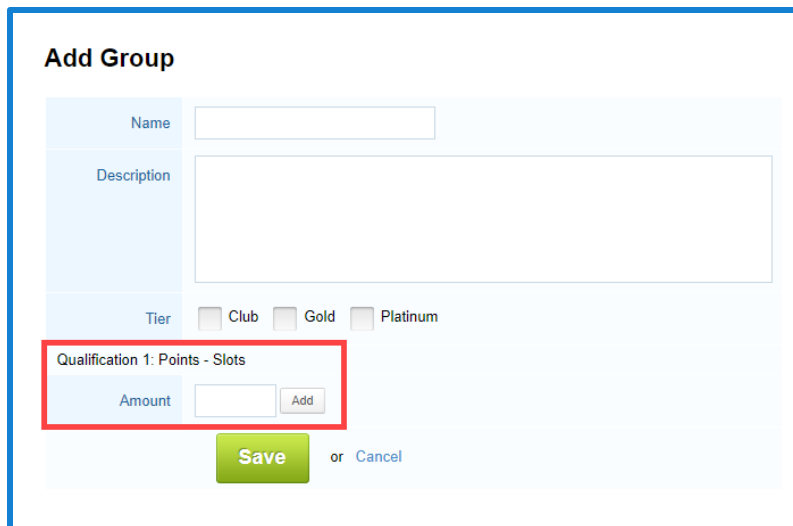
☒ All players not in another group

**Save** or [Cancel](#)

## ***Adding an Enrollment Group – Tier***

To add an Enrollment Group with an enrollment restriction of Tier, follow the procedure below:

1. In the **Name** field of the **Add Group** window, enter the name of the Enrollment Group.
2. In the **Description** field, enter a description of the group.
3. In the **Tier** field, select the tier for the group.
4. If a qualification(s) was added, enter the amount required for the qualification criteria in the **Amount** field of the **Qualification** section.



**Add Group**

Name

Description

Tier ☐ Club ☐ Gold ☐ Platinum

Qualification 1: Points - Slots

Amount  **Add**

**Save** or [Cancel](#)

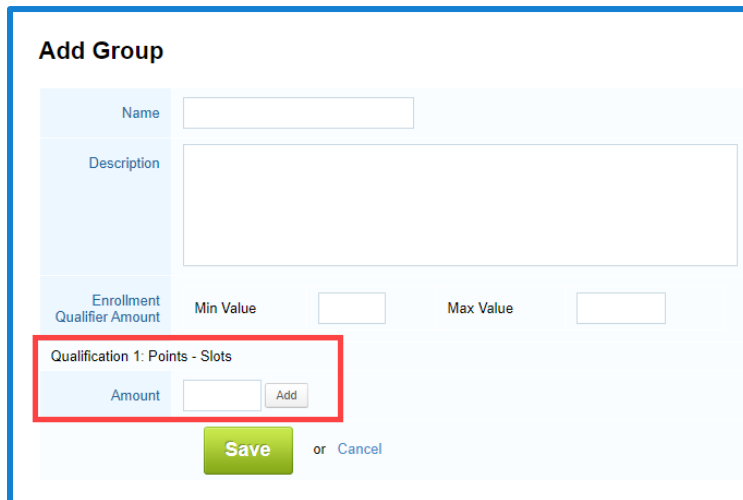
5. Click **Save**.



## Adding an Enrollment Group – Qualification (Segment)

To add an Enrollment Group with an enrollment restriction of Qualification (Segment), follow the procedure below:

1. In the **Name** field of the **Add Group** window, enter the name of the Enrollment Group.
2. In the **Description** field, enter a description of the group.
3. In the **Min Value** field of the **Enrollment Qualifier Amount** section, enter the minimum amount for the segmented qualification.
4. In the **Max Value** field, enter the maximum amount for the segmented qualification.
5. If a qualification(s) was added, enter the amount required for the qualification criteria in the **Amount** field of the **Qualification** section.



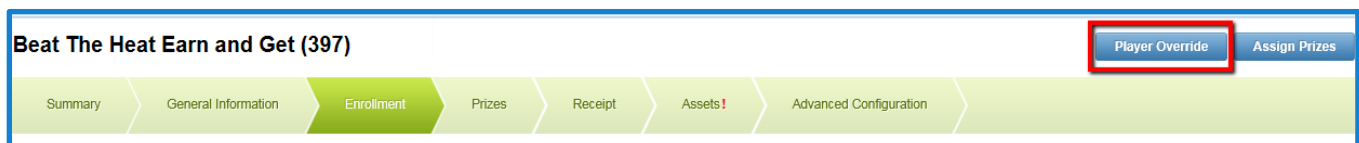
6. Click **Save**.

## Player Override

At the top of the **Enrollment** page, **Player Override** displays. This feature allows the Enrollment configuration to be overwritten for specific patrons.

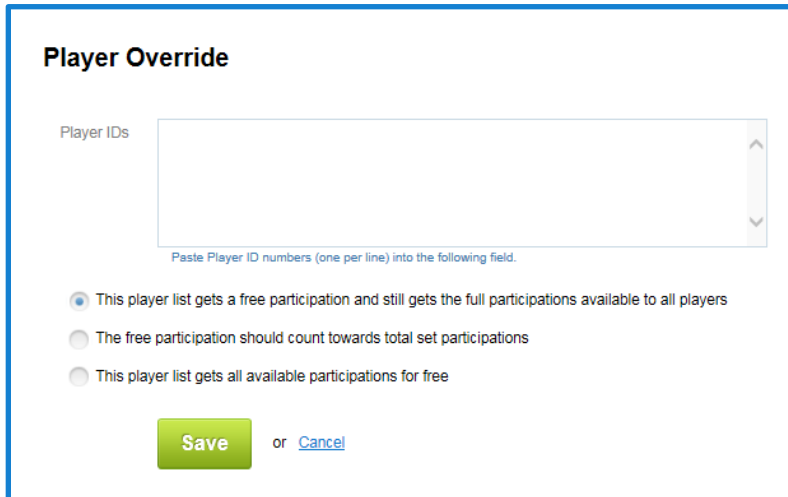
**Note:** This does not display when the **Use Enrollment Groups** box is checked.

1. On the **Enrollment** page of the promotion, click **Player Override**.



The **Player Override** window displays.

2. In the **Player Override** window, enter or upload the player IDs to override.
3. Select the proper override procedure:
  - **This player list gets a free participation and still gets the full participations available to all players:** Allows one free participation in addition to the defined participation criteria.
  - **This free participation should count toward total set of participations:** Allows one free participation which counts toward the defined participation criteria.
  - **This player gets all available participations for free:** Allows a patron to participate in the promotion without requiring the enrollment and qualification criteria in order to participate. However, the participation criteria are still enforced.
4. Click **Save**.



The screenshot shows the 'Player Override' window. It has a title bar 'Player Override'. Below the title is a text input field labeled 'Player IDs'. Below the field is a small instruction: 'Paste Player ID numbers (one per line) into the following field.' Below this are three radio button options:

- ☒ This player list gets a free participation and still gets the full participations available to all players
- ☐ The free participation should count towards total set participations
- ☐ This player list gets all available participations for free

At the bottom, there is a green 'Save' button and a blue 'Cancel' link.

## Assign Prizes

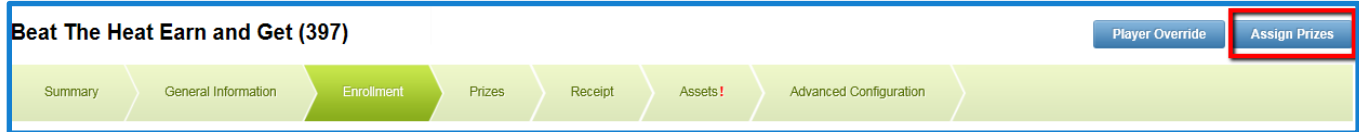
At the top of the **Enrollment** page, **Assign Prizes** displays. This feature assigns prizes to specific patrons. All patrons with assigned prizes must also meet all Enrollment criteria to participate; use the [Player Override](#) functionality to override this.

**Note:** This button does not display when the **Use Enrollment Groups** box is checked.

**Caution:** This action may only be performed after the Prizes page is complete.

1. Navigate to the **Enrollment** page.

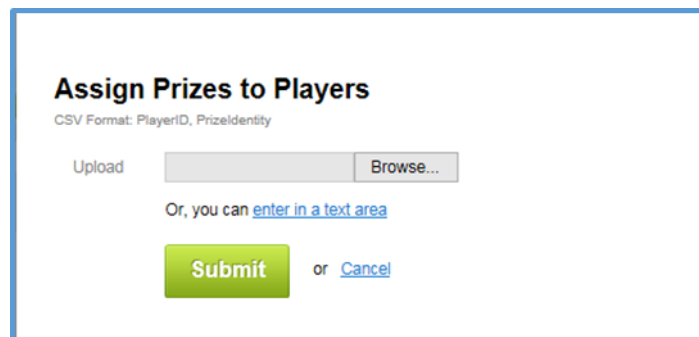
- Click **Assign Prizes** above the navigation menu.



The **Assign Prizes to Players** window displays.

- Upload a list of **Player IDs** and **Prize IDs**.
  - To upload a CSV file, click **Choose File**.
  - To enter the player IDs in a text area, click **enter in a text area**.

**Note:** The CSV header format is **PlayerID,PrizeIdentity**. The Prize IDs must match the unique prize IDs for the promotion.



- When the IDs are entered, click **Submit**.

# Prizes Page

After the information on the **Enrollment** page is saved, navigate to the **Prizes** page of the promotion.




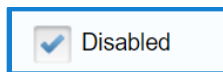
All prizes created in a promotion display on the **Prizes** page. The prizes appear in a list format with key information about each prize.

- **Name:** Displays the prize name configured for the prize.
- **Quantity:** Displays the quantity of the prize.
- **Enforce Quantity:** Displays the selection for **Enforce Quantity**.
- **Redemption Code:** Displays the prize redemption code or amount.
- **Print Receipt:** Displays the selection for **Print Receipt**.

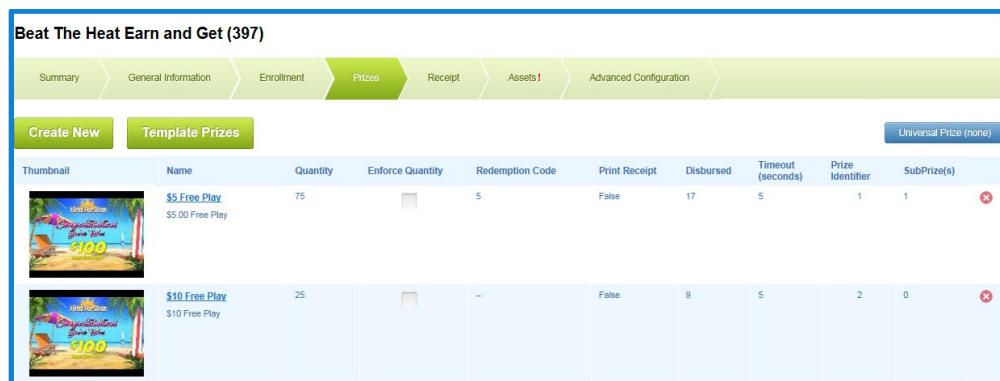
**Note:** **False** means the receipt does not print; **True** means the receipt prints.



- **Disbursed:** Displays the number of disbursed prizes.
- **Timeout (seconds):** Displays the **Timeout** value of the prize screen.
- **Prize Identifier:** Displays the **Prize Identifier**.
- **Sub-Prizes:** Displays the quantity of sub-prizes configured for the prize.

To remove prizes, click the **Delete**  icon to the far right of the prize listing. Prizes cannot be deleted after the start of the promotion. To stop a prize from being disbursed after the promotion has begun, select the **Disabled** box on the **Prize** page.



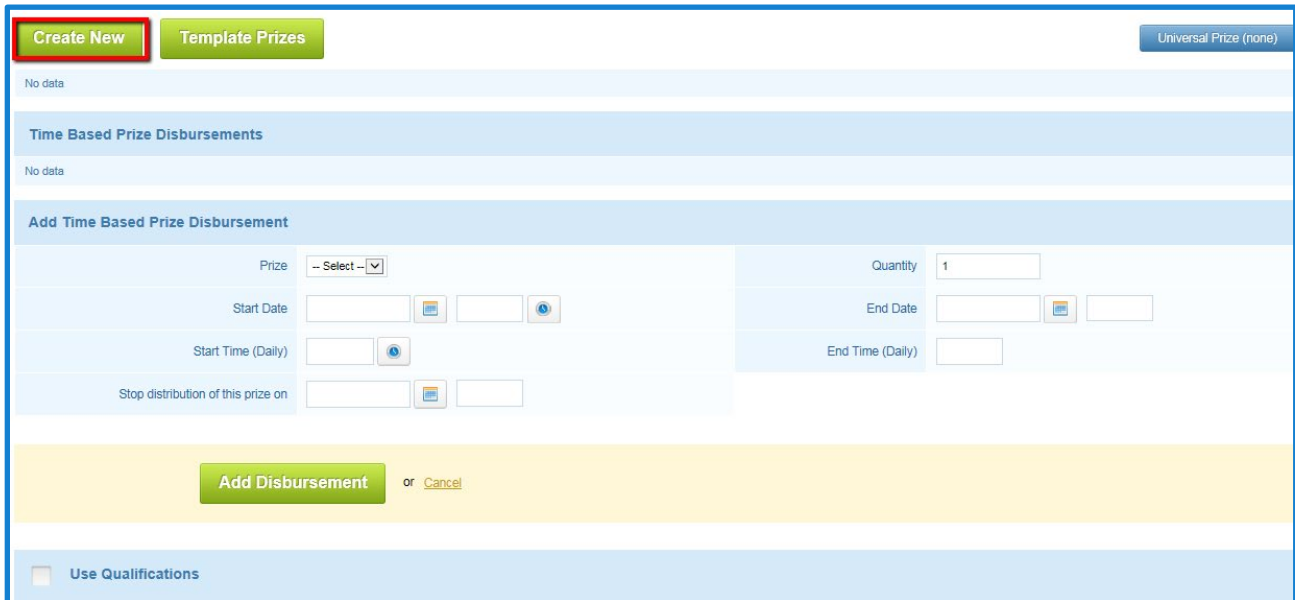
To edit prizes, click the prize name to the right of the thumbnail image. To add a sub-prize, refer to the [Adding a Sub-Prize](#) section of this guide.

A screenshot of the 'Prizes' page for a promotion titled 'Beat The Heat Earn and Get (397)'. The page shows a table of prizes with columns for Thumbnail, Name, Quantity, Enforce Quantity, Redemption Code, Print Receipt, Disbursed, Timeout (seconds), Prize Identifier, and SubPrize(s). There are two prizes listed: '\$5 Free Play' and '\$10 Free Play'. Each prize has a thumbnail image, a name, a quantity, and various configuration options. A 'Create New' button and a 'Template Prizes' button are visible at the top left. A 'Universal Prize (none)' button is at the top right.

Thumbnail	Name	Quantity	Enforce Quantity	Redemption Code	Print Receipt	Disbursed	Timeout (seconds)	Prize Identifier	SubPrize(s)
	\$5 Free Play \$5.00 Free Play	75	<input type="checkbox"/>	5	False	17	5	1	1
	\$10 Free Play \$10 Free Play	25	<input type="checkbox"/>	-	False	9	5	2	0

## Creating a New Prize

1. Navigate to the **Prizes** page.
2. Click **Create New**.



- **Prize Name:** Enter the name of the prize.
- **Prize Line Names:** Each prize line is used to display customized messages on the Prize Screen.
- **Prize Identifier:** Enter the prize identifier for the prize. The prize identifier must be unique within the current promotion. Some promotional games come with specific prize identifier requirements. Refer to the associated ReadMe (if necessary) to ensure the correct prizes identifier configuration.
- **Description:** Enter a detailed description of the prize. The description only displays for PKMS users.
- **Quantity:** Enter the quantity of the prize.
  - **Enforcing Quantity:** Entering a quantity and clicking the **Enforce Quantity** box restricts the prize distribution to a maximum of the number entered. As the number of prizes decreases, the probability of receiving the prize also decreases.

*Example:*

A quantity of **500** is entered and **Enforce Quantity** is checked. After the five-hundredth prize is awarded, this prize is no longer available to distribute or award.

**Note:** When configuring wheel game, an enforced-quantity prize still displays on the kiosk but is no longer available for distribution after the quantity has reached 0.



- **Unenforced Quantity:** Entering a quantity and leaving the **Enforce Quantity** box unchecked distributes the prize based on probability.

*Example:*

Prize 1: A quantity of **75** is entered and **Enforce Quantity** is unchecked.



A screenshot of a form for Prize 1. It shows a text input field labeled 'Quantity' with the value '75' entered. To the right of the input field is a checkbox labeled 'Enforce Quantity', which is unchecked.

Prize 2: A quantity of **25** is entered and **Enforce Quantity** is unchecked.



A screenshot of a form for Prize 2. It shows a text input field labeled 'Quantity' with the value '25' entered. To the right of the input field is a checkbox labeled 'Enforce Quantity', which is unchecked.

Prize 1 has a 75% chance of being distributed. Prize 2 has a 25% chance of being distributed.

When a promotion has prizes with enforced and unenforced quantities, the probability of receiving a specific prize equals the quantity of that prize divided by the total quantity of all prizes in the promotion. For the enforced-quantity prizes, this probability decreases as the prize(s) begin to distribute, until the prize(s) has been depleted.

**Note:** To award a consolation prize, set up another prize with an **unenforced quantity of 0**. When the main prize(s) has been depleted, the consolation prize is awarded to all qualified players until the promotion is finished or the prizes are reconfigured.

- **Screen Timeout Seconds:** Enter the screen timeout value, in seconds. This field determines how long the prize is displayed on the Prize Screen. The default is **5 seconds**, or if the **Inherit settings** box is displayed, the Inherit settings box is **checked**, and the Inherit settings timeout value applies

**Note:** The best practice recommendation is to use the default timeframe.

- **Timeout To:** This drop-down menu determines the kiosk screen that displays when the prize screen times out. The default is **Promotion List**, or if the **Inherit settings** box is displayed, the Inherit settings box is **checked**, and the Inherit settings kiosk screen displays.

**Note:** The best practice recommendation is to use the default screen.

- **Disabled:** Clicking the **Disabled** box prevents a prize from being distributed. A prize may be disabled or re-enabled at any time.

- **Print Receipt:** Clicking the **Print Receipt** box displays the **Receipt Message** field. The text entered in the **Receipt Message** field is printed on the receipt.

	<input checked="" type="checkbox"/> Print Receipt
Receipt Message	Happy Enrollment Anniversary! Please take your Voucher to the Box Office to Redeem your Gift!

**1 Free Show Ticket - Anniversary Special**

Player Name: John Smith  
 Player ID: 111  
 Issue Date: 5/01/2015 6:53 PM  
 Ticket #: 9865

'Receipt Message' text will display directly within Patron receipt.

**Happy Enrollment Anniversary! Please take your Voucher to the Box Office to Redeem your Gift!**

This offer is non-transferable, non-negotiable, subject to availability, cannot be combined with any other offers.

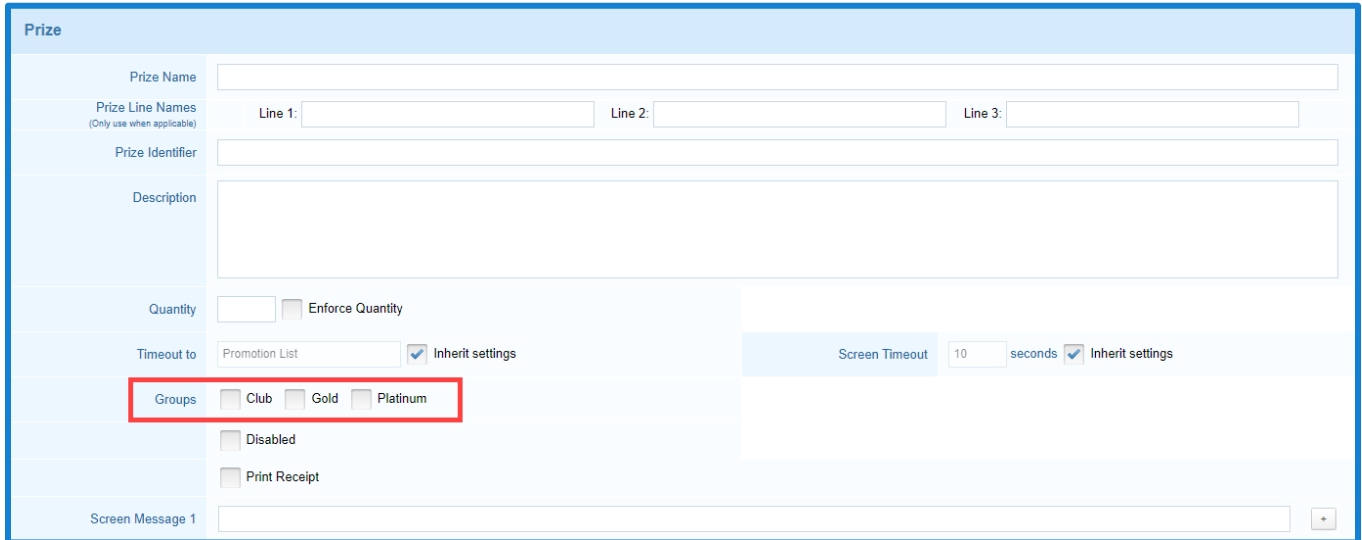
- **Screen Message 1:** The screen message displays on prizes that support the **Message 1** field. This message provides additional information to the patron.

**Note:** Up to three **Screen Messages** may be added at any time.

Prize	
Prize Name	<input style="width: 100%;" type="text"/>
Prize Line Names <small>(Only use when applicable)</small>	Line 1: <input style="width: 30%;" type="text"/> Line 2: <input style="width: 30%;" type="text"/> Line 3: <input style="width: 30%;" type="text"/>
Prize Identifier	<input style="width: 100%;" type="text"/>
Description	<div style="border: 1px solid #ccc; height: 100px;"></div>
Quantity	<input style="width: 50px;" type="text"/> <input type="checkbox"/> Enforce Quantity
Timeout to	Promotion List <input type="checkbox"/> Disabled <input type="checkbox"/> Print Receipt <input type="checkbox"/>
Screen Message 1	<div style="border: 1px solid #ccc; height: 20px;"></div> <input style="float: right;" type="button" value="+"/>
	Screen Timeout <input style="width: 50px;" type="text"/> seconds

## Enrollment Groups and Prizes

If Enrollment Groups are defined in the [Enrollment](#) page, prizes may then be configured in the Prizes page to distribute to specific groups.



**Prize**

Prize Name:

Prize Line Names (Only use when applicable): Line 1:  Line 2:  Line 3:

Prize Identifier:

Description:

Quantity:  ☐ Enforce Quantity

Timeout to:  Promotion List ☒ Inherit settings

Screen Timeout:  10 seconds ☒ Inherit settings

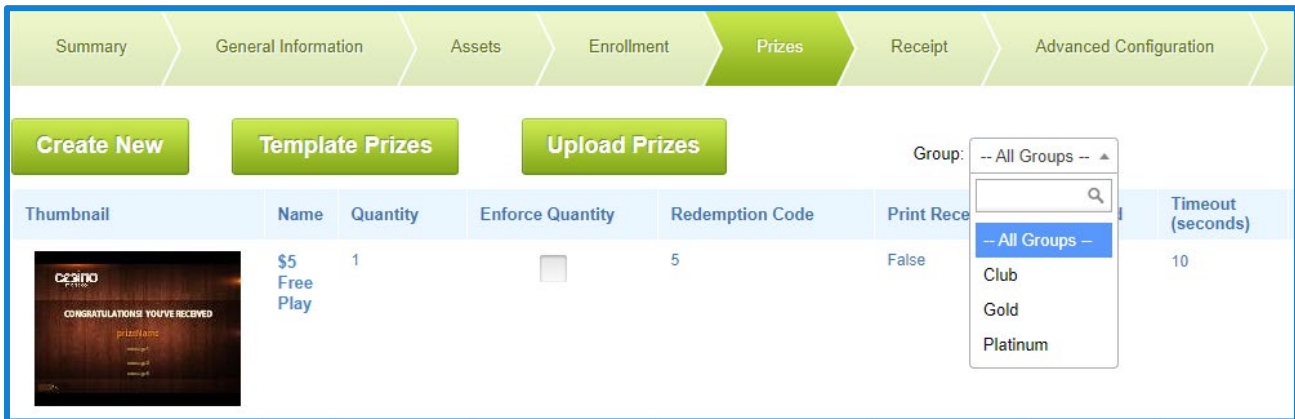
Groups: ☐ Club ☐ Gold ☐ Platinum

☐ Disabled

☐ Print Receipt


Screen Message 1:

A **Groups** section displays in the **Prize** section of the individual **Prize** screen. Use the drop-down menu to view the prizes assigned per group.



Summary General Information Assets Enrollment **Prizes** Receipt Advanced Configuration

Create New Template Prizes Upload Prizes

Thumbnail	Name	Quantity	Enforce Quantity	Redemption Code	Print Receipt	Timeout (seconds)
	\$5 Free Play	1	<input type="checkbox"/>	5	False	10

Group: -- All Groups --

- All Groups --
- Club
- Gold
- Platinum



## Prize Type Information

The **Prize Type** drop-down has eleven options. The parameters for configuration are dynamic based on the prize type selected.

### Prizes, Coupons and Vouchers

Prizes, Coupons and Vouchers allows administrators to create a prize for an item patrons redeem somewhere else. When **Prizes, Coupons and Vouchers** is selected from the **Prize Type** drop-down menu, the dynamic prize information for the **Prize Type** displays.

Prize Type Info (for Prizes, Coupons and Vouchers)

Prize Type
Prizes, Coupons and Vouchers

\$ Value of Prize

Redemption Code on Claim

Max Time to Claim Prize

☐ None
☐ Fixed Date/Time

☐ within
hours from participation
☐ Today at

Query on Win

Redemption Code on Win
☐ mark redeemed on win

Cost (if applicable)

@PromotionID, @PlayerID

Field	Description
<b>\$ Value of Prize</b>	The amount entered in this field is the prize amount awarded to the patron.
<b>Redemption Code on Win</b>	Enter the patron management system redemption code or amount. This field works differently based on the patron management system. <ul style="list-style-type: none"> <li><b>Scientific Games, Konami, Aristocrat:</b> Enter the exact redemption amount as an integer. If the redemption amount is \$5.00, type <b>5</b> in this field.</li> </ul> <p><b>Note:</b> Some of these systems do not recognize decimal values. Typing 5.00 converts to 500. This decimal creates an unintended high-value prize(s) for issuance, leading to unintended consequences. Before making the promotion</p>

Field	Description
	<p>available to patrons, test and confirm the selected prize functions as intended.</p> <ul style="list-style-type: none"> <li>• <b>IGT:</b> The redemption code must be generated directly from the patron management system. IGT redemption codes are typically between 3-5 digits. Once the code is generated in IGT, the code may be entered in this field.</li> </ul>
mark redeemed on win	Do not use this option for a <b>Prizes, Coupons and Vouchers</b> prize.
Redemption Code on Claim.	Enter the patron management system redemption code which is used upon prize claim. Redemption codes vary by patron management system.
Cost (if applicable)	The amount entered in the <b>Cost</b> field is reflected in all cost reports generated with PKMS. This must reflect the internal cost of the prize.
Max Time to Claim Prize	<p>PKMS allows four options to restrict the maximum number of times a Patron can claim a specific prize:</p> <ul style="list-style-type: none"> <li>• <b>None:</b> By selecting this option, the patron has no restriction on the amount of time that passes between winning the prize and claiming the prize.</li> <li>• <b>Fixed Date/Time:</b> By selecting this option, a specific date and time must be entered. The patron must claim the prize by the date and time entered in PMKS, regardless of when the prize is awarded.</li> <li>• <b>Within 'X' Hours from Participation:</b> By selecting this option, <b>X</b> number of hours may be entered.</li> <li>• <b>Today at X:</b> By selecting this option, the patron must claim the prize by the time specified in PKMS, regardless of when the prize is awarded.</li> </ul>

Field	Description
	<p><i>Example:</i></p> <p>If <b>5</b> is entered in the hours field, the patron must claim the prize awarded within 5 hours.</p> <p><b>Today at:</b> By selecting this option, the patron must claim the prize today by the specific time entered, regardless of when the prize is awarded.</p>
Query on Win	<ul style="list-style-type: none"> <li>This field allows a custom query to be entered. This query may pull information from an external system upon awarding the prize.</li> </ul> <p>Before making the promotion available to patrons, test and confirm the query functions as intended.</p>

## Comp Add, Comp Deduct, Point Add, and Point Deduct

Comp Add and Point Add allows administrators to award comp dollars and points to a patron's account.

Comp Deduct and Point Deduct allows administrators to deduct comp dollars and points from a player's account. Comp Deduct and Point Deduct are typically used in conjunction with a [sub-prize](#).

### Example:

A patron can spend 100 comp dollars to receive a t-shirt. The prize type is Comp Deduct and sub-prize is the t-shirt. In one kiosk interaction, patrons can receive a voucher for the t-shirt and have 100 comp dollars deducted from their account.

When Comp Add, Comp Deduct, Point Add, or Point Deduct is selected from the Prize Type drop-down menu, the dynamic prize information for the selected Prize Type displays.

Prize Type Info (for Comp Add)

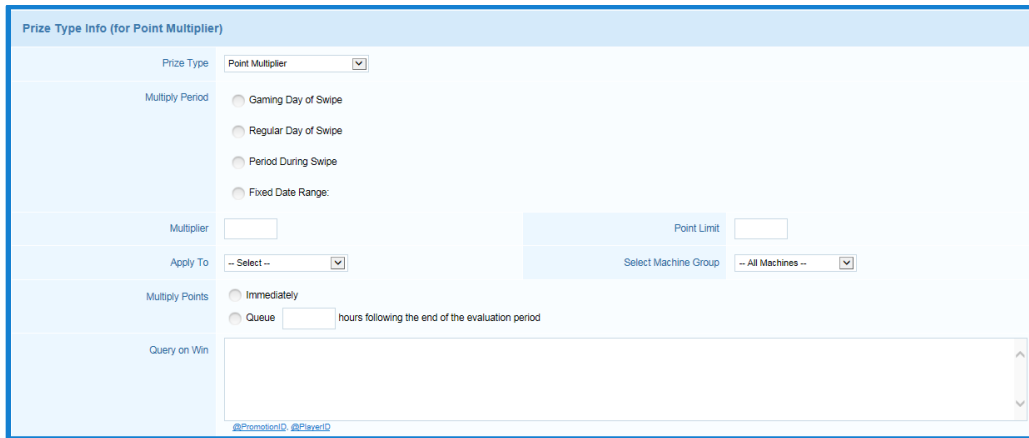
Prize Type	Comp Add	
\$ Value of Prize		Redemption Code or Amount <input type="text"/> <input type="checkbox"/> mark redeemed on win
Cost (if applicable)		
Query on Win		

@PromotionID @PlayerID

Field	Description
<b>\$ Value of Prize</b>	The amount entered in this field is the prize amount awarded to the patron.
<b>Redemption Code or Amount</b>	<p>Enter the patron management system redemption code or amount. This field works differently based on the patron management system.</p> <ul style="list-style-type: none"> <li>• <b>Scientific Games, Konami, Aristocrat:</b> Enter the exact redemption amount as an integer. If the redemption amount is \$5.00, type <b>5</b> in this field.</li> </ul> <p><b>Note:</b> Some of these systems do not recognize decimal values. Typing 5.00 converts to 500. This decimal creates an unintended high-value prize(s) for issuance, leading to unintended consequences. Before making the promotion available to patrons, test and confirm the selected prize functions as intended.</p> <ul style="list-style-type: none"> <li>• <b>IGT:</b> The redemption code must be generated directly from the patron management system. IGT redemption codes are typically between 3-5 digits. Once the code is generated in IGT, the code may be entered in this field.</li> </ul>
<b>mark redeemed on win</b>	By clicking the <b>Marked Redeemed on Win</b> box, the prize is marked as <b>Redeemed</b> in the patron management system as soon as the prize is distributed.
<b>Cost (if applicable)</b>	The amount entered in the <b>Cost</b> field is reflected in all cost reports generated with PKMS. This must reflect the internal cost of the prize.
<b>Query on Win</b>	<p>This field allows a custom query to be entered. This query may pull information from an external system upon awarding the prize.</p> <p>Before making the promotion available to patrons, test and confirm the query functions as intended.</p>

## Point Multiplier

Points Multiplier allows administrators to create a prize that multiplies a patron's points earned throughout a period of time depending on specified factors. When Point Multiplier is selected from the Prize Type drop-down menu, the dynamic prize information for the Prize Type displays.



Feature	Description
<b>Multiply Period</b>	<ul style="list-style-type: none"> <li>• <b>Gaming Day of Swipe:</b> Selecting this option multiplies all patron points which were earned during the gaming day of the swipe.</li> <li>• <b>Regular Day of Swipe:</b> Selecting this option multiplies all patron points which were earned during the calendar day of the swipe.</li> <li>• <b>Period During Swipe:</b> Selecting this option multiplies all patron points earned during the promotion period when the card is swiped.</li> <li>• <b>Fixed Date Range:</b> Selecting this option displays a <b>Start</b> and <b>End</b> date and time field. These fields are used to specify a start date and time in which patron points are multiplied, through the end date and time.</li> </ul>
<b>Multiplier</b>	<p>The factor by which patron points are multiplied. PKMS multiplies the total points the patron earns by the typed value, minus one. For example, a multiplier of 3 becomes 2.</p> <p><b>Note:</b> This field only accepts whole numbers.</p>

Feature	Description
<b>Point Limit</b>	<p>If an amount is entered in the <b>Point Limit</b> field, the patron never exceeds this amount regardless of the multiply period or the multiplier. This option only limits points being sent over the gateway; Base Points do not apply.</p>
<b>Apply To</b>	<p>This selection determines which types of patron earned points count towards the multiplier prize.</p> <ul style="list-style-type: none"> <li>• <b>Only Slot Points Earned:</b> Only slot points count toward the point multiplier prize.</li> <li>• <b>Only Other Points Earned:</b> Only points categorized as <b>Other</b> count toward the point multiplier prize.</li> <li>• <b>Only Comp Points Earned:</b> Only complimentary points earned count towards the point multiplier prize. This option is not available for all player tracking systems.</li> <li>• <b>All Points Earned:</b> All points count toward the point multiplier prize.</li> </ul>
<b>Select Machine Group</b>	<p>PKMS allows restriction of machine types to exclude from point multipliers. Use this field to select the machine groups to exclude.</p> <p>This feature is not available for all player tracking systems.</p>
<b>Multiply Points</b>	<p>PKMS has two options for when the points are multiplied:</p> <ul style="list-style-type: none"> <li>• <b>Immediately:</b> This option immediately starts to tabulate and post a patron's multiplied points at the moment of the swipe and prevents them from earning additional points.</li> <li>• <b>Queue:</b> This option queues the points for a specified number of hours.</li> </ul>

Feature	Description
<b>Query on Win</b>	<p>This field allows a custom query to be entered. This query may pull information from an external system upon awarding the prize.</p> <p>Before making the promotion available to patrons, test and confirm the query functions as intended.</p>

## Slot Free Play

Slot Free Play allows administrators to create a prize for a property's free play. When Slot Free Play is selected from the Prize Type drop-down menu, the dynamic prize information for the Prize Type displays.

Prize Type Info (for Slot Free Play)

Prize Type	Slot Free Play	
\$ Value of Prize		Redemption Code or Amount <input type="text"/> <input type="checkbox"/> mark redeemed on win
Cost (if applicable)		Expires In <input type="text"/> days (if applicable)
Query on Win	<div></div>	

@PromotionID, @PlayerID

Field	Description
<b>\$ Value of Prize</b>	The amount entered in this field is the prize amount awarded to the patron.
<b>Redemption Code or Amount</b>	<p>Enter the patron management system redemption code or amount. This field works differently based on the patron management system.</p> <ul style="list-style-type: none"> <li><b>Scientific Games, Konami, Aristocrat:</b> Enter the exact redemption amount as an integer. If the redemption amount is \$5.00, type <b>5</b> in this field.</li> </ul> <p><b>Note:</b> Some of these systems do not recognize decimal values. Typing 5.00 converts to 500. This decimal creates an unintended high-value prize(s) for issuance, leading to unintended consequences. Before making the promotion available to patrons, test and confirm the selected prize functions as intended.</p>

Field	Description
	<ul style="list-style-type: none"> <li><b>IGT:</b> The redemption code must be generated directly from the patron management system. IGT redemption codes are typically between 3-5 digits. Once the code is generated in IGT, the code may be entered in this field.</li> </ul>
<b>mark redeemed on win</b>	By clicking the <b>Marked Redeemed on Win</b> box, the prize is marked as <b>Redeemed</b> in the patron management system as soon as the prize is distributed.
<b>Limit Per Customer (if applicable)</b>	If the prize should be limited to a specific amount per patron, enter the amount in this field.
<b>Expires In</b>	Enter the prize expiration date. The functionality of this feature varies by player tracking system. Verify the prizes expire as intended before making the promotion available to patrons.
<b>Cost (if applicable)</b>	The amount entered in the <b>Cost</b> field is reflected in all cost reports generated with PKMS. This must reflect the internal cost of the prize.
<b>Query on Win</b>	<p>This field allows a custom query to be entered. This query may pull information from an external system upon awarding the prize.</p> <p>Before making the promotion available to patrons, test and confirm the query functions as intended.</p>

## Drawing Entry

Drawing Entry allows administrators to create a prize that awards a patron entries into an electronic drawing. When Drawing Entry is selected from the Prize Type drop-down menu, the dynamic prize information for the Prize Type displays.

Prize Type Info (for Drawing Entry)

Prize Type

Drawing Entry

Select Drawing

-- Select --

Number of Entries



Field	Description
<b>Select Drawing</b>	Select the drawing for the entries.
<b>Number of Entries</b>	Enter the number of entries for the drawing.

## Promotion Enrollment

Promotion Enrollment allows administrators to award patrons with the opportunity to participate in another promotion.

### Example:

In a progressive promotion, if a patron participates on day one, they are entered into the promotion for day two: the only way a patron can get into the promotion for day two is by participating in day one. The Promotion Enrollment Prize Type is where administrators award a player entrance into the day two promotion.

When Promotion Enrollment is selected from the Prize Type drop-down menu, the dynamic prize information for the Prize Type displays.

**Prize Type Info (for Promotion Enrollment)**

Prize Type

Promotion Enrollment

Select Promotion

Best The Heat Earn and Get

Field	Description
<b>Select Promotion</b>	Select the promotion the patron wins an enrollment for.

To use the **Prize Package** prize type, refer to the [Configure Multiple Prizes](#) section.

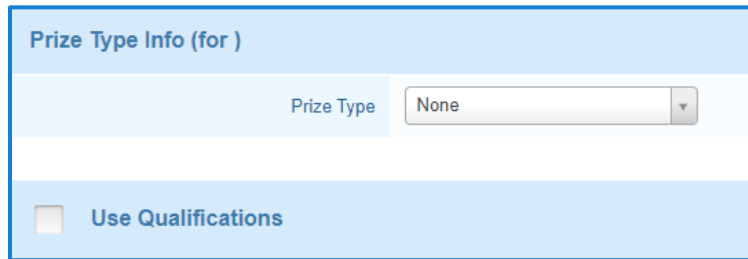
## Use Qualifications

### Individual Prize Qualifications

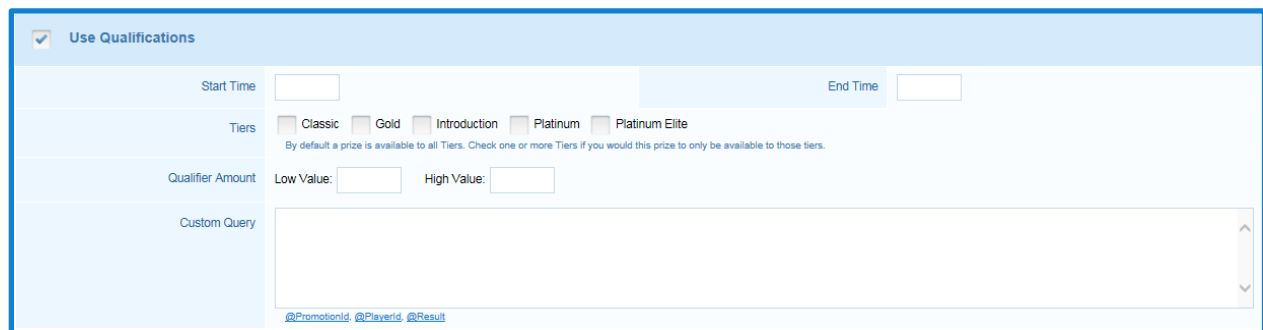
To set the qualifications for an individual prize, follow the procedure below:

1. Click the **Use Qualifications** box.

**Note:** The **Use Qualifications** section is under the **Prize Type Info (for )** section.



2. Complete the **Use Qualifications** section as necessary.
  - **Start Time** and **End Time:** These times determine when a prize is available.
  - **Tiers:** The prize is available to each patron in the selected tier.
  - **Limit Per Customer:** This limits the number of times this prize is distributed to each patron.
  - **Custom Query:** This query determines which patrons are qualified to receive this prize.



3. Click **Save**.

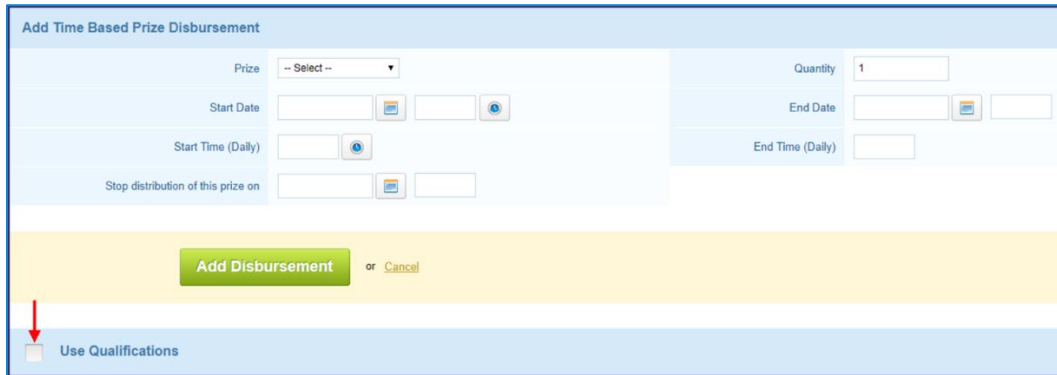
### Configuring Prize Qualifiers

To enable and configure qualifications on the Prizes page and for individual prizes, follow the procedure below.

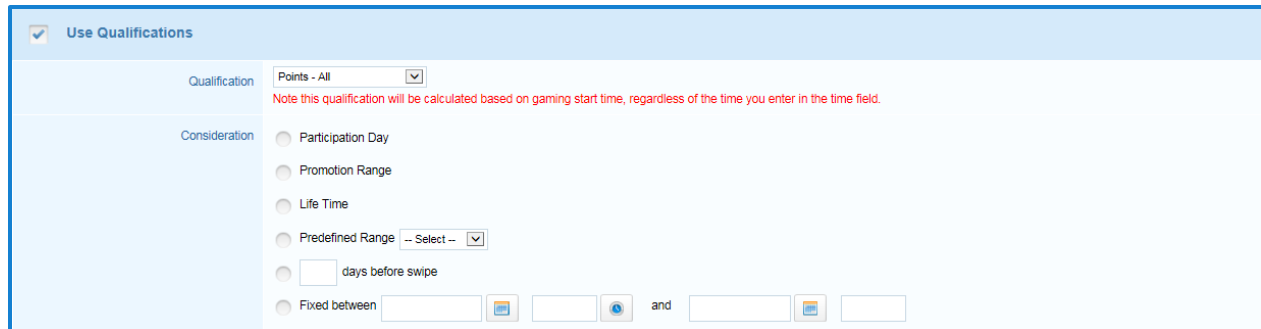
#### Configuring Qualifications for the Prizes Page

1. Navigate to the **Prizes** page of the promotion.
2. On the **Prizes** page, click **Use Qualifications**.

**Note:** This box is located under the **Add Time Based Prize Disbursement** section.



3. In the **Use Qualifications** section, select the **Qualification** and **Consideration** for the prizes.

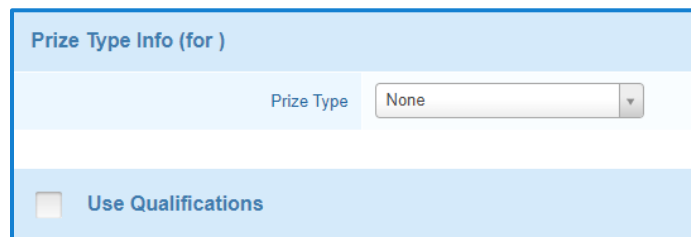


4. Click **Save**.

## Configuring Qualifications for Individual Prizes

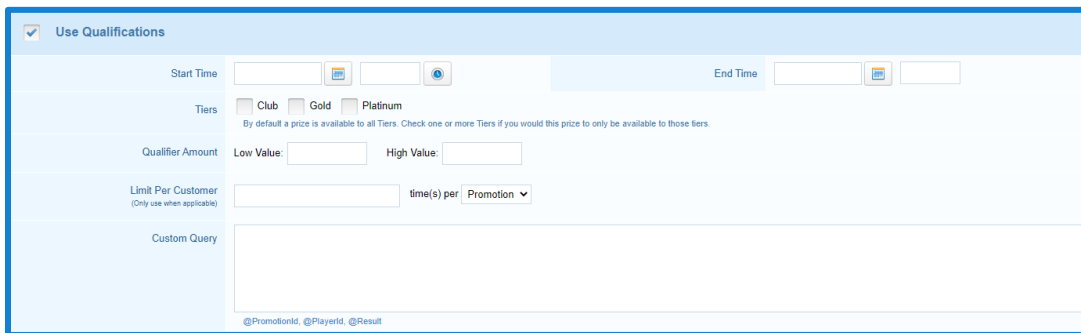
1. Click **Create New**.
2. Click the **Use Qualifications** box.

**Note:** The **Use Qualifications** section is under the **Prize Type Info (for )** section.



3. Complete the **Use Qualifications** section as necessary.
  - **Start Time** and **End Time:** These times determine when a prize is available.
  - **Tiers:** The prize is available to each patron in the selected tier.
  - **Qualifier Amounts:** The qualifier is determined on the main prize screen and each individual prize has a low and high qualification amount.

- **Limit Per Customer:** This limits the number of prizes distributed to each patron.
- **Custom Query:** This query determines which patrons are qualified to participate in the promotion.



4. Click **Create**.

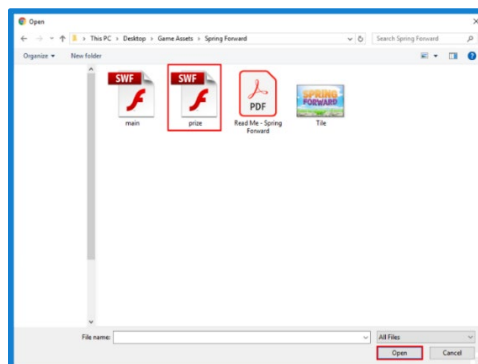
## Upload Prize Screen

For some promotions, there is a separate prize screen. This prize asset displays when a prize is awarded to a patron at the kiosk. If a prize asset is delivered with the promotion, upload it here.

1. In the **Upload Prize Screen** section, click **Choose File**.



2. Navigate to the location of the prize screen.
3. Select the **prize.swf** file.
4. Click **Open**.



5. Once the prize screen is uploaded, click **Create**.
6. On the **Prizes** page, click **Save**.

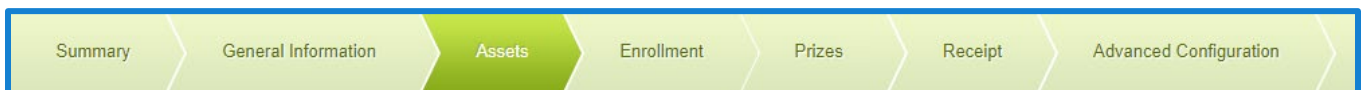
A sample prize screen is shown below.



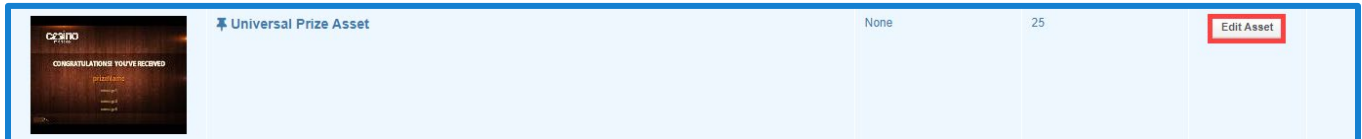
## Universal Prize Asset

If all prizes in a promotion share the same prize asset, use the Universal Prize Asset feature. This feature saves time by allowing users to upload a single asset for all prizes in the promotion.

1. Navigate to the **Assets** page of the promotion.



2. In the **Edit** column of the **Universal Prize Asset** row, click **Edit Asset**.



The **Edit Asset** dialog box displays.

3. In the **Upload File** field, upload the **prize.swf** asset.
4. Fill in the other fields as needed.
5. Click **Save**.

**Edit Asset**

Asset Name

Universal Prize Asset

Asset Description

Upload File

Choose File

prize.swf

Timeout

25

seconds

Timeout to

-- None --

Save

 or 

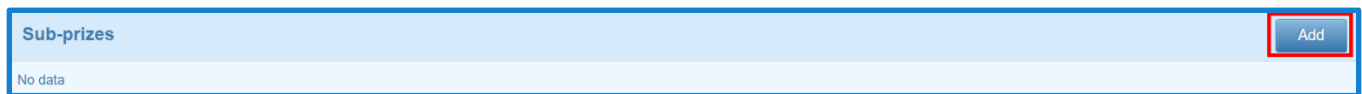
Cancel

The **Universal Prize Asset** is set for all the prizes in this promotion.

## Configure Multiple Prizes with Sub-Prizes

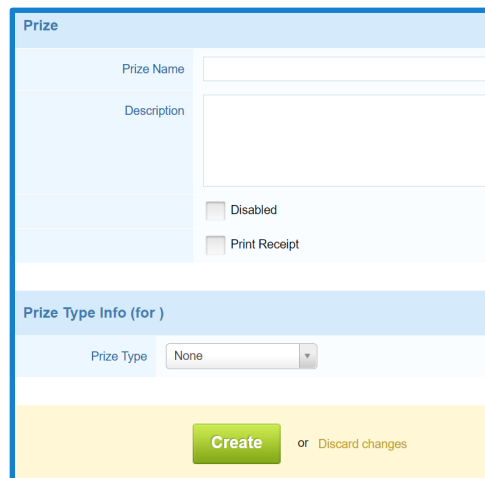
For customers using versions of PKMS older than 2.25.002034, awarding multiple prizes simultaneously is handled through the Sub-prizes feature. There is no limit to the quantity of sub-prizes configured for each main prize.

1. Navigate to the Prizes page of the promotion.
2. Click the main prize name.
3. In the Sub-prizes section, click Add.



The screenshot shows a light blue header bar with the text "Sub-prizes" on the left and an "Add" button on the right. Below the header, a light blue bar contains the text "No data".


4. Complete the **Prize** section.
5. Complete the **Prize Type Info (for )** section.
6. Click **Create**.

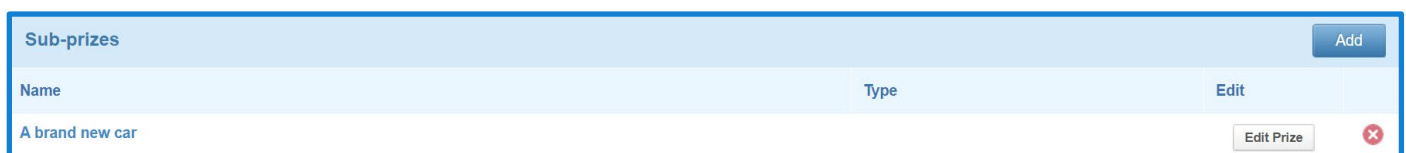


The screenshot shows a form titled "Prize" with the following fields and options:


- Prize Name**: A text input field.
- Description**: A larger text input area.
- ☐ Disabled
- ☐ Print Receipt
- Prize Type Info (for )**: A section header.
- Prize Type**: A dropdown menu currently showing "None".
- Create**: A green button.
- or Discard changes**: A link.

The sub-prize is created and displays in the **Sub-prizes** section of the main prize page.

7. To remove a sub-prize, click the **Delete**  icon to the right of the prize listing.
8. To edit a sub-prize, click **Edit Prize** to the right of the prize listing.



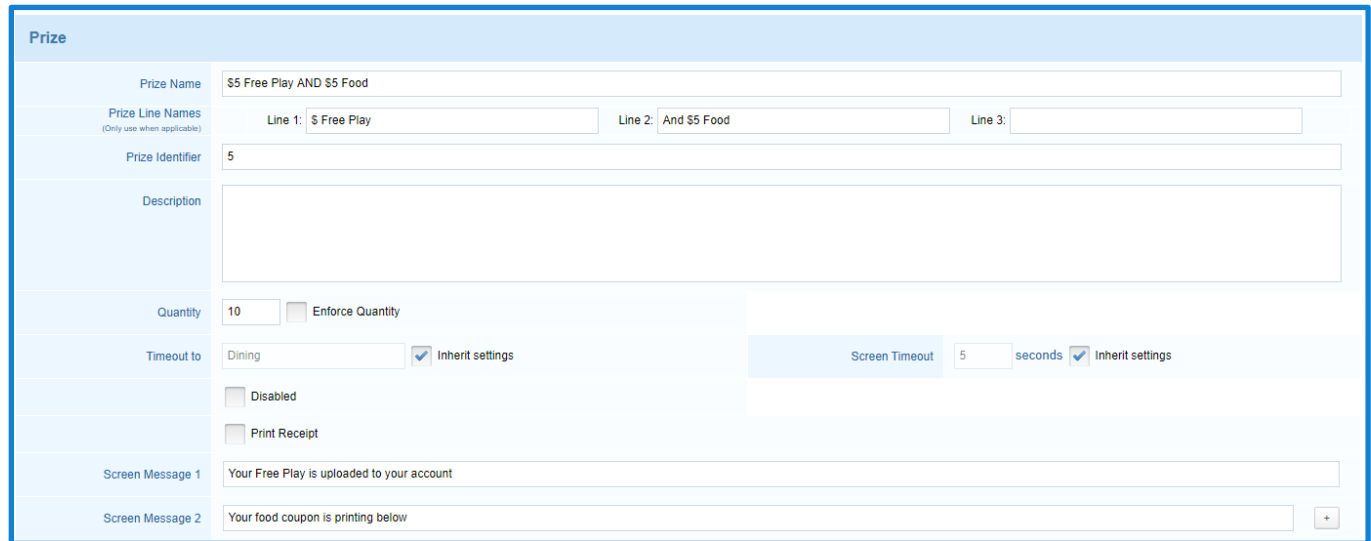
The screenshot shows a table with the following structure:

Name	Type	Edit
A brand new car		<div>Edit Prize </div>

## Configure Multiple Prizes with Prize Package

As of version 2.25.002034, awarding multiple prizes for a single participation requires the use of the **Prize Package** prize type. To configure the prize package, follow the procedure below.

1. Navigate to the **Prizes** page.
2. Complete the **Prize** section.



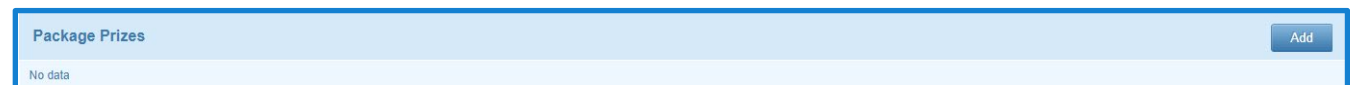
The screenshot shows the 'Prize' configuration form. The 'Prize Name' field contains '\$5 Free Play AND \$5 Food'. Below it, the 'Prize Line Names' section has three lines: 'Line 1: \$ Free Play', 'Line 2: And \$5 Food', and 'Line 3:'. The 'Prize Identifier' is set to '5'. The 'Description' field is empty. The 'Quantity' is set to '10' with an 'Enforce Quantity' checkbox. The 'Timeout to' section has 'Dining' selected with an 'Inherit settings' checkbox. The 'Screen Timeout' is set to '5 seconds' with an 'Inherit settings' checkbox. There are checkboxes for 'Disabled' and 'Print Receipt'. The 'Screen Message 1' field contains 'Your Free Play is uploaded to your account'. The 'Screen Message 2' field contains 'Your food coupon is printing below' with an 'Add' button.

3. In the **Prize Type** drop-down menu, select the **Prize Package** option.
4. In the **\$ Value of Prize** field, type the total value for all prizes awarded.



The screenshot shows the 'Prize Type Info (for Prize Package)' form. The 'Prize Type' dropdown menu is set to 'Prize Package'. The '\$ Value of Prize' field contains '10'. The 'Cost (if applicable)' field is empty. A note at the bottom states: 'Create all the prizes below this package will contain. These prizes will be distributed at the same time.'

5. In the **Package Prize** section, click **Add**.

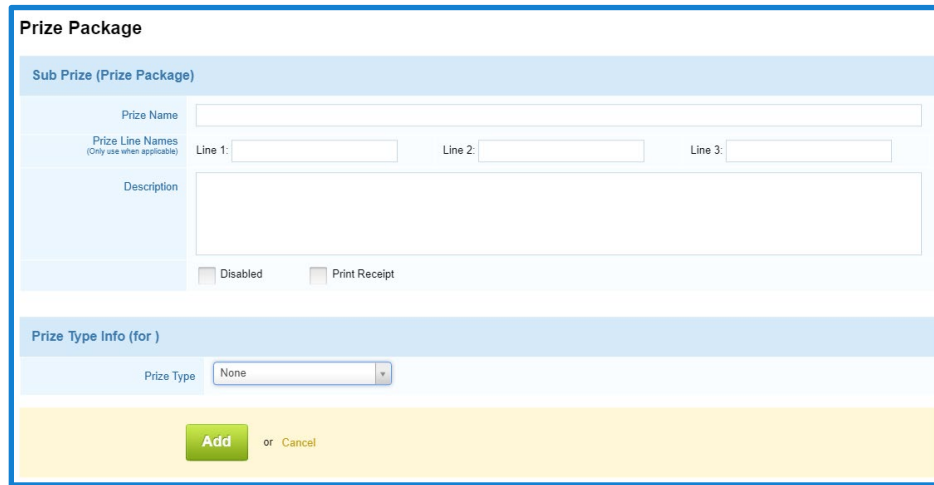


The screenshot shows the 'Package Prizes' section with a table containing 'No data' and an 'Add' button.

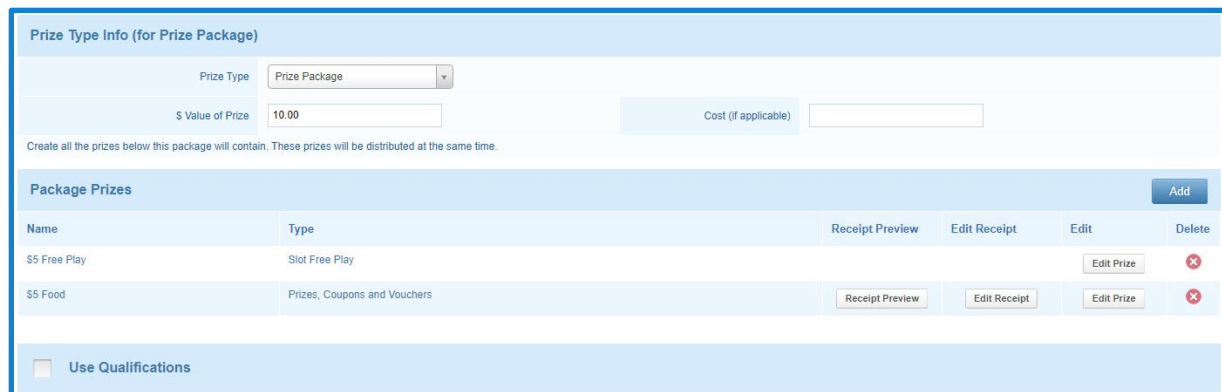
The **Prize Package** window displays.

6. Complete the **Sub Prize (Prize Package)** section.
7. In the **Prize Type** drop-down menu, select the type of prize awarded.

8. Click **Add**.



9. Repeat steps 5–8 for all remaining prizes awarded for a single participation.



## Time-Based Prize Disbursement

Time-based disbursement is used to award specific prizes only within a specified time frame. When configuring a prize for time-based disbursement, set the quantity of that prize to 0; the actual quantity is configured in the **Add Time Based Prize Disbursement** section. Time-based prize disbursements override all other prize configurations. There is no limit to the number of time-based prizes that may be configured.

### *Example:*

If the promotion includes only one \$1000 prize to be distributed every week during the promotional period, a time-based prize disbursement should be configured.

Configure the Time-Based Disbursement for the promotion:

- **Prize:** Select the prize for time-based disbursement from the menu.
- **Quantity:** Enter the quantity of prizes to be distributed during this timeframe.

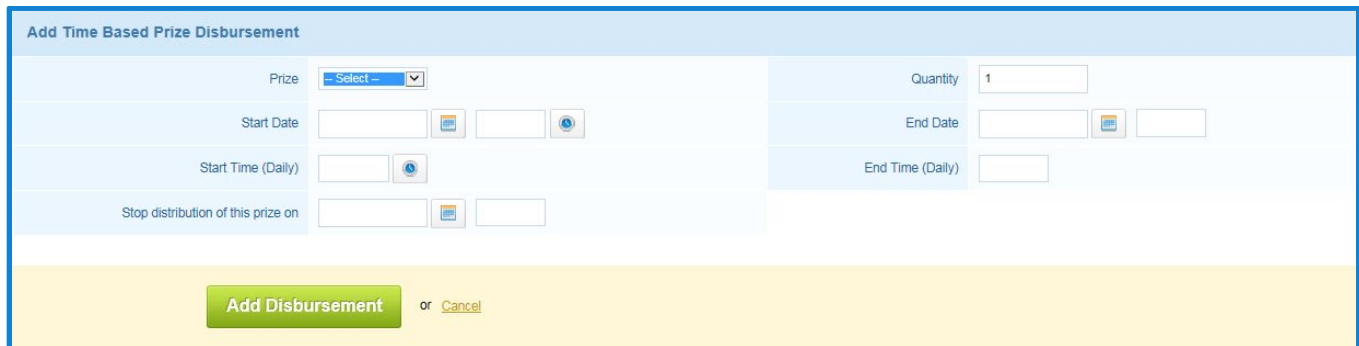


- **Start Date and End Date:** Enter the **Start** and **End** dates and times for distribution.

**Note:** The first patron to swipe and qualify is awarded the prize if a patron does not swipe between the randomly generated start time and the end time of the time-based disbursement.

- **Start Time and End Time (daily):** Enter the **Start** and **End** time for the daily time that the prize should be distributed.
- **Stop distribution of this prize on:** Enter the **Date** and **Time** for the prize to stop being distributed.

**Note:** Prizes are not awarded to any patrons after the date and the time specified in this field.



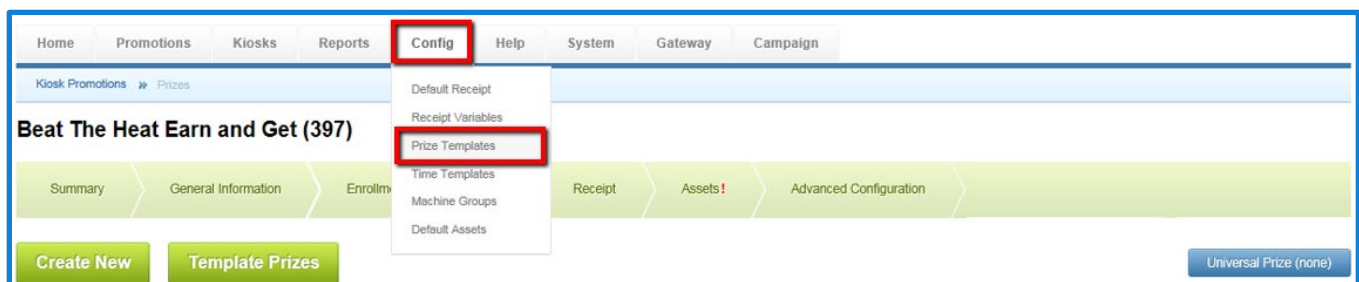
## Prize Templates

This feature saves time by allowing a one-time setup of commonly used prizes for promotions. These template prizes may be added to any promotion within PKMS.

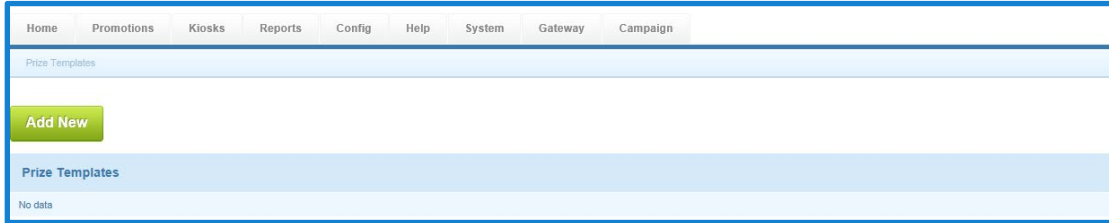
**Note:** The best practice recommendation is to build a template prize for the most common prizes used in promotions.

### Configuring Prize Templates

1. In the **Config** tab, select **Prize Templates**.

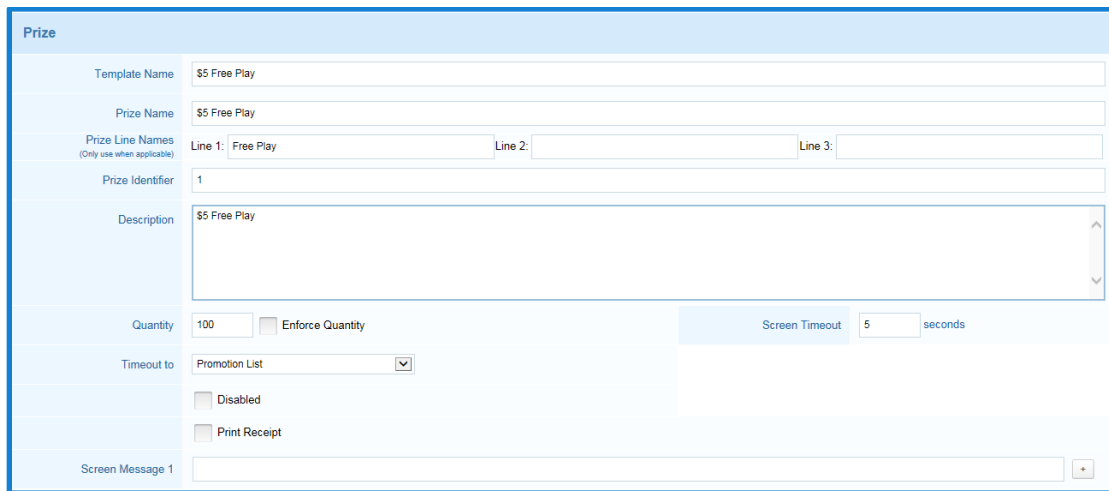


- On the **Prize Templates** page, click **Add New**.



- In the **Prize** section of the **Create Prize Template** page, complete the **Template Name** field.

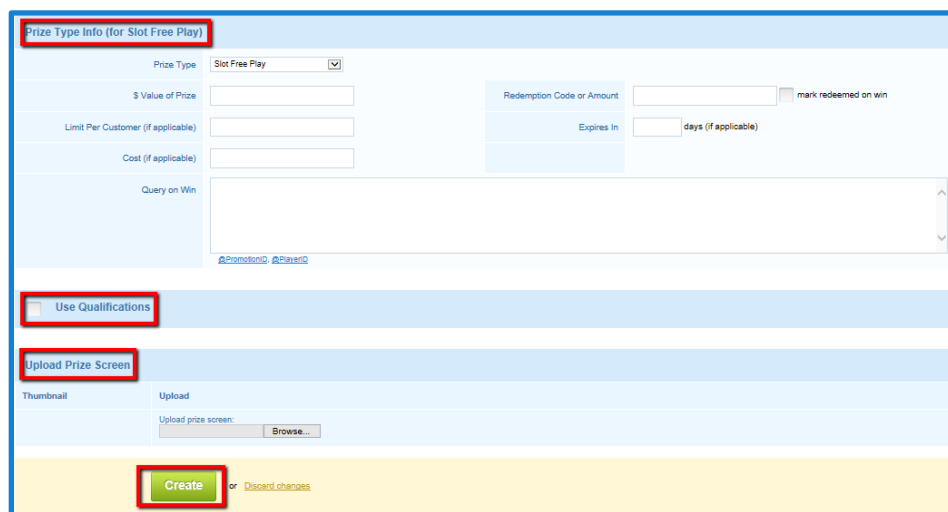
**Note:** The **Template Name** must provide information for prize selection.



- Complete the remaining sections of the **Create Prize Template** page.

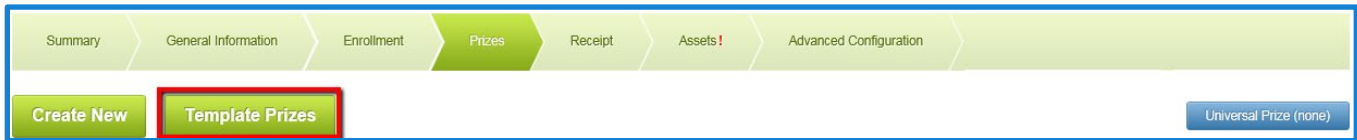
**Note:** For more information on prize creation, see the [Creating a New Prize](#) section.

- Click **Create**.



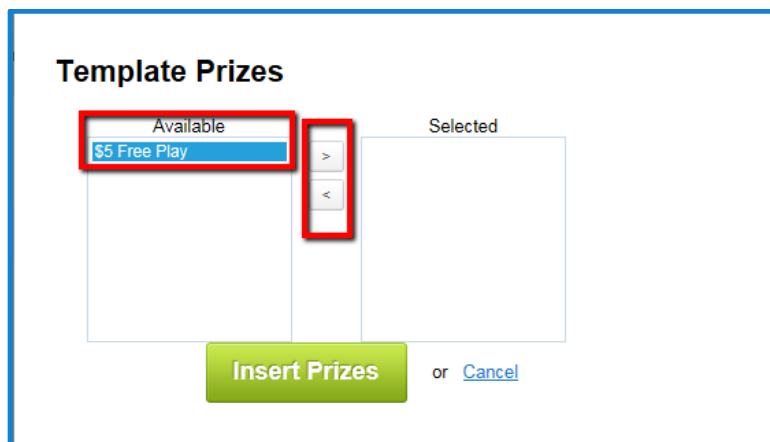
## Using a Template Prize

1. Navigate to the **Prizes** page of the promotion.
2. Below the navigation bar, click **Template Prizes**.



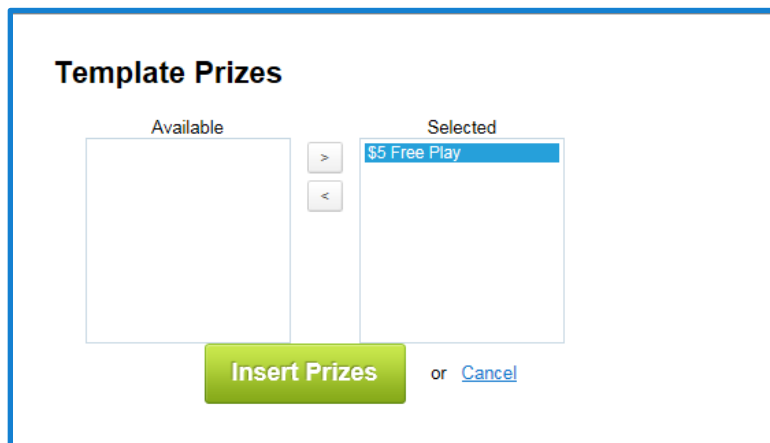
3. In the **Available** section of the **Template Prizes** window, select the template prize.
4. Click the **right arrow (>)** to add the prize to the **Selected** Section.

**Note:** Multiple prize templates may be selected at once.



5. Click **Insert Prizes**.

The template prize is added to the promotion.



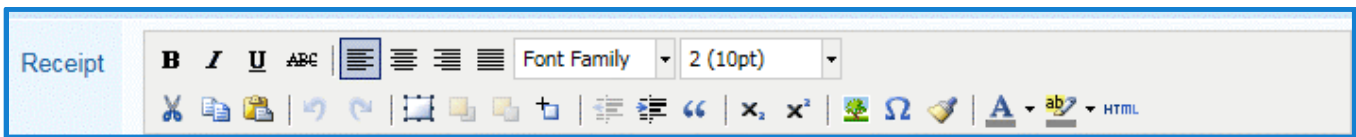
# Receipt Page

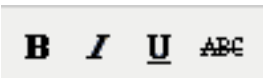
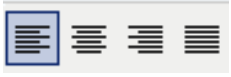
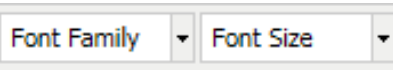


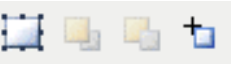
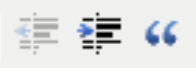



After the information on the **Prizes** page is saved, navigate to the **Receipt** page of the promotion. Each promotion allows for the configuration of a receipt and a reprint receipt.



## Receipt Editor

The receipt editor offers several features to assist with customizing receipts or vouchers.




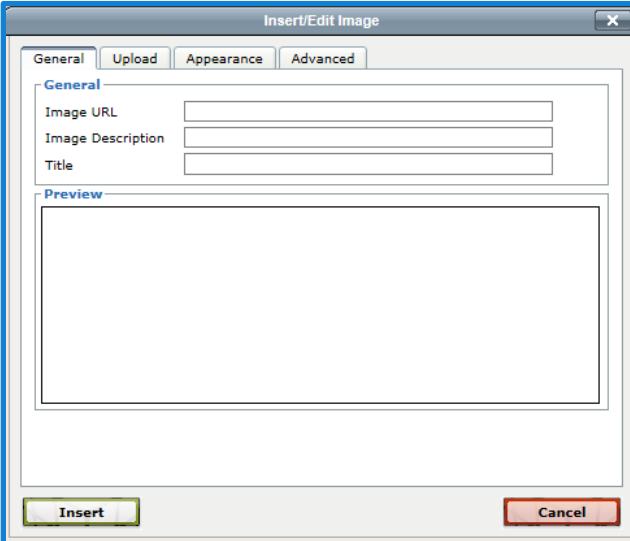
Tools	Description
	<b>Bold</b> , <i>Italic</i> , <u>Underline</u> , and <del>Strikethrough</del>
	Left Align, Center Align, Right Align, and Justified
	Font Type and Font Size
	Cut, Copy, and Paste
	Undo and Redo
	Insert New Layer, Move Forward, Move Backward, and Toggle Positioning
	Decrease Indent, Increase Indent, and Block Quote
	Subscript and Superscript
	Insert Image, Insert Special Character, and Cleanup Messy Code.
	Font Color Selection and Background Selection

Tools	Description
<a href="#">HTML</a>	HTML Editor

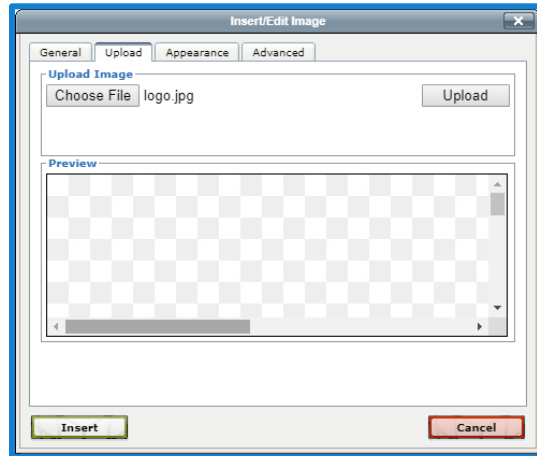
## Adding a Receipt Image

Logos may be uploaded on PKMS promotion receipts.

1. Navigate to the **Receipt** page of the promotion.
2. In the **Edit Receipt** section, click the Insert Image (  ) icon.
3. There are two ways to insert an image in the **Insert/Edit Image** window: using an image URL and uploading an image.
  - o Using an Image URL:
    - a. In the **General** tab, complete the **Image URL**, **Image Description**, and **Title** fields. A preview of the image is displayed in the **Preview** section.
    - b. Click **Insert**.



- o Uploading an Image:
  - a. In the **Upload** tab, click **Choose File**.
  - b. Once the file is selected, click **Open**.
  - c. In the **Upload Image** section, click **Upload**. A preview of the image is displayed in the **Preview** section.
  - d. Click **Insert**.

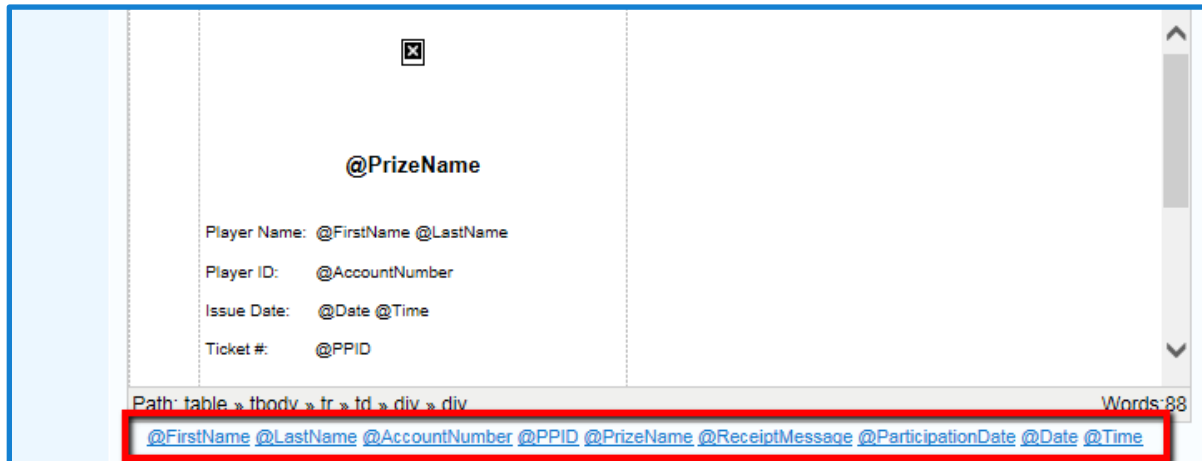


## Receipt Variables

Receipt variables are available under each edit receipt window. When a tag is placed in the **Receipt Editor**, PKMS places a value on the receipt. Tags are used to create a receipt template which dynamically pulls internal information. The default receipt variables are described below.

Variable	Description
@FirstName	The first name of the patron is printed.
@LastName	The last name of the patron is printed.
@AccountNumber	The patron's account number is printed.
@PPID	The ticket number is printed.
@PrizeName	The name of the prize is printed. Refer to the <a href="#">Creating a New Prize</a> section of this guide for more information.
@ReceiptMessage	The receipt message is printed. Refer to the <a href="#">Creating a New Prize</a> section of this guide for more information.

Variable	Description
@ParticipationDate	The participation date is printed.
@Date	The current date is printed.
@Time	The current time is printed.

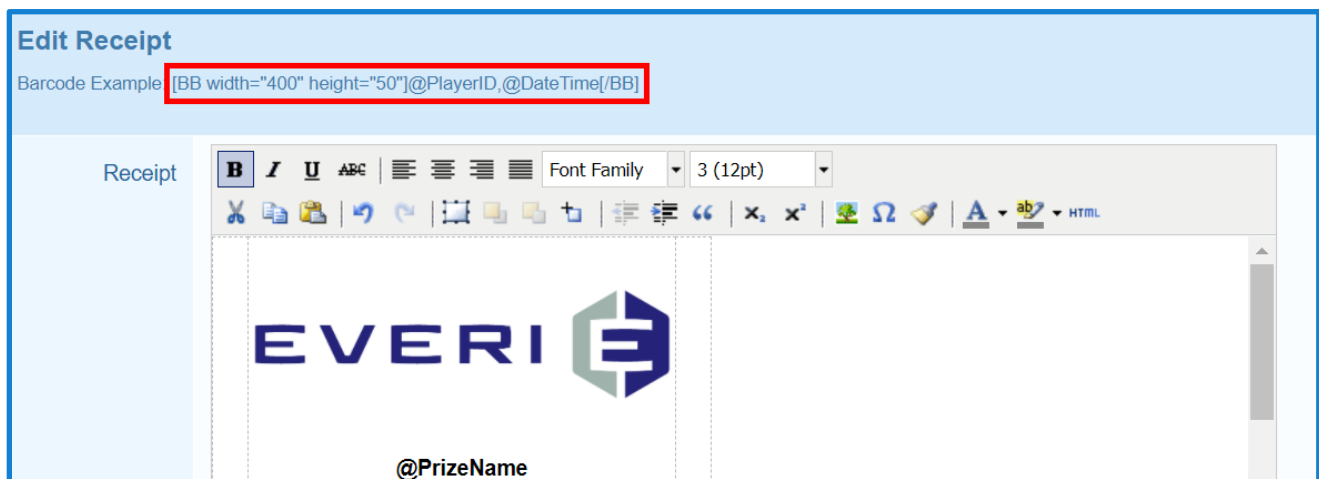


## Barcode Configuration

To add a scannable barcode to the receipt of the promotion, follow the procedure below.

**Note:** To avoid confusion, do not configure barcodes for system-wide receipts.

1. In the **Edit Receipt** header, copy the **Barcode Example** bracket text.
2. Paste the text into the **Receipt** text box.



**Note:** When adjusting the variables in the barcode, only use existing variables found at the bottom of the **Receipt** or **Receipt Reprint** text boxes.

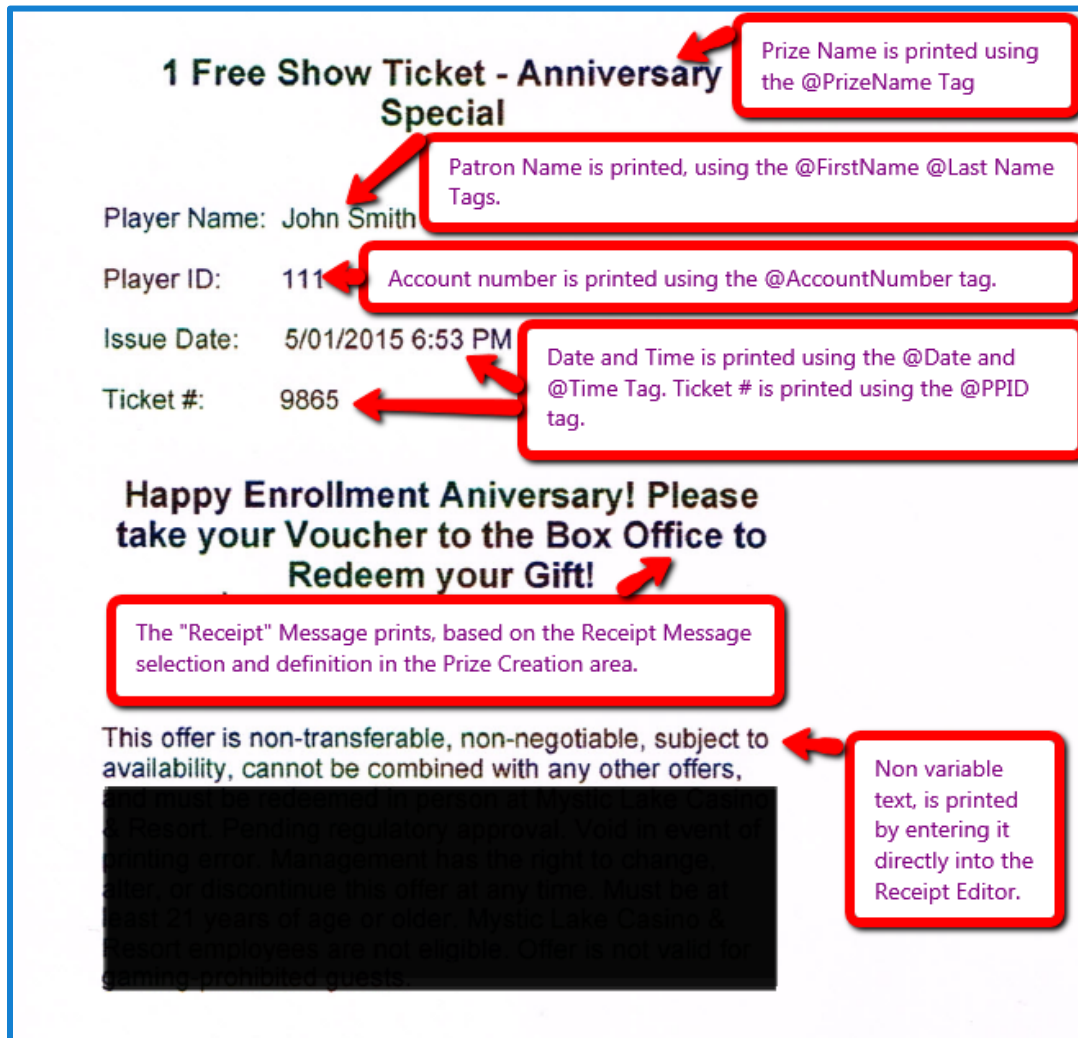
3. (Optional) Adjust the variables contained within the barcode.
4. (Optional) Adjust the values for the **BB width** and **BB height**.

**Note:** The **BB width** and **BB height** values are measured in pixels.

5. (Optional) Repeat steps 1-4 for the **Receipt Reprint** text box.
6. At the bottom of the page, click **Save**.

## Example Receipt

An example prize receipt is displayed below.



The image shows a sample prize receipt with several annotations in red boxes and arrows pointing to specific fields:

- Prize Name:** "1 Free Show Ticket - Anniversary Special". Annotation: "Prize Name is printed using the @PrizeName Tag".
- Player Name:** "John Smith". Annotation: "Patron Name is printed, using the @FirstName @Last Name Tags.".
- Player ID:** "111". Annotation: "Account number is printed using the @AccountNumber tag.".
- Issue Date:** "5/01/2015 6:53 PM". Annotation: "Date and Time is printed using the @Date and @Time Tag. Ticket # is printed using the @PPID tag.".
- Ticket #:** "9865".
- Message:** "Happy Enrollment Anniversary! Please take your Voucher to the Box Office to Redeem your Gift!". Annotation: "The 'Receipt' Message prints, based on the Receipt Message selection and definition in the Prize Creation area.".
- Terms and Conditions:** "This offer is non-transferable, non-negotiable, subject to availability, cannot be combined with any other offers, ...". Annotation: "Non variable text, is printed by entering it directly into the Receipt Editor.".



# Assets Page

Asset configuration is a key part of each promotion. Assets drive the patron experience at the kiosk. Assets are images or flash files uploaded during the promotion or prize configuration.



## Recommended Dimensions

### Assets and Prize Screens

- 1680 x 1050 px

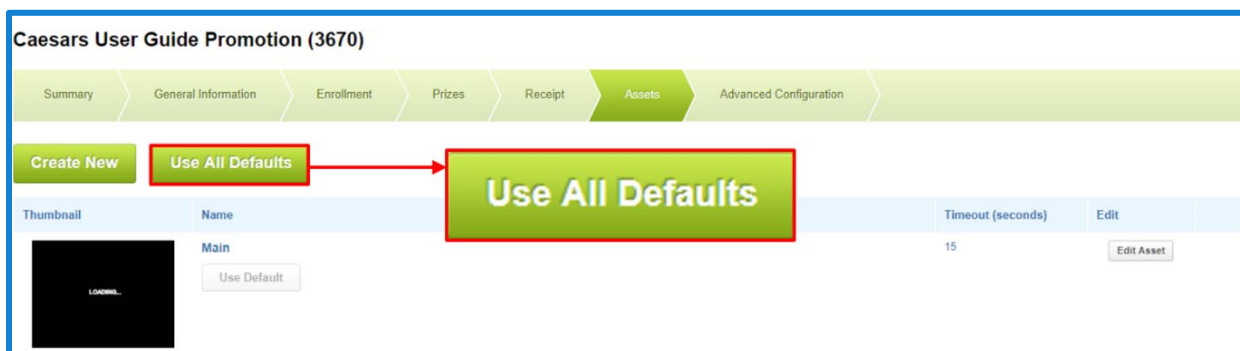
### Tiles

- 320 x 217 px

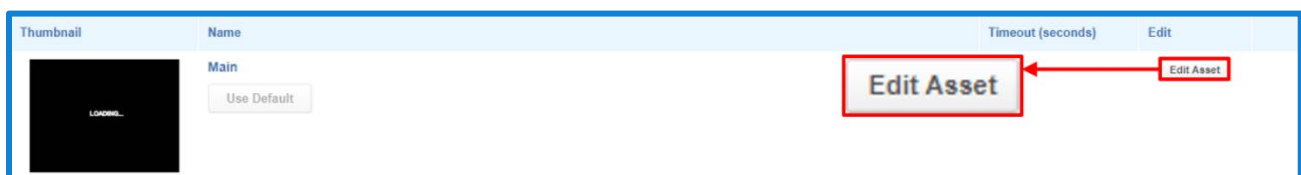
## Uploading Assets

To upload kiosk screen assets, follow the procedure below.

1. Navigate to the **Assets** page of the promotion.
2. Click **Use All Defaults**. See the [Default Assets](#) section of this guide for more information.

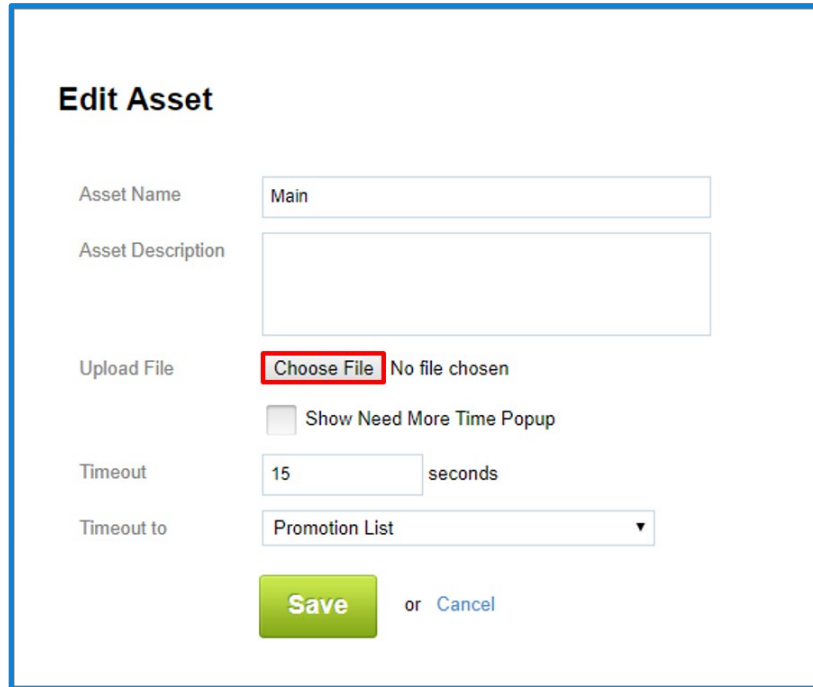


3. To the right of the **Main** asset, click **Edit Asset**.



The **Edit Asset** window displays.

4. In the **Asset Name** field, enter the name of the asset.
5. (Optional) In the **Asset Description** field, enter the description of the asset.
6. Click **Choose File**.



**Edit Asset**

Asset Name: Main

Asset Description:

Upload File: **Choose File** No file chosen

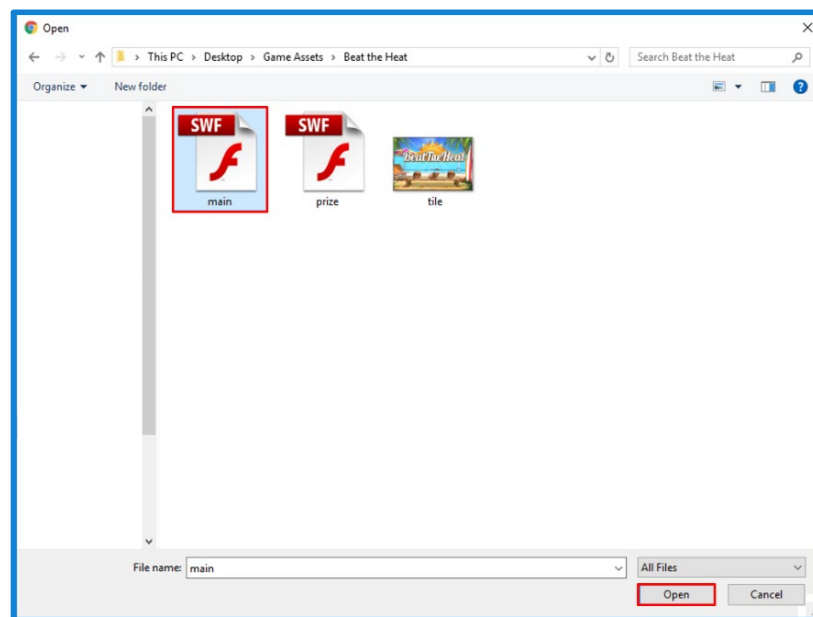
☐ Show Need More Time Popup

Timeout: 15 seconds

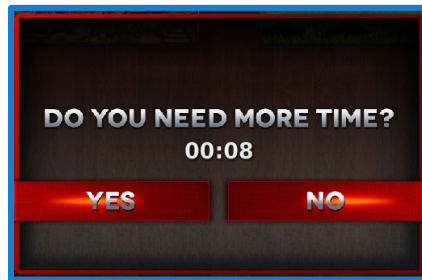
Timeout to: Promotion List

**Save** or [Cancel](#)

7. Navigate to the location of the saved **main.swf** file.
8. Click **Open**.



9. If necessary, click the **Show Need More Time Popup** box. This window provides the patron an opportunity to request more time before the asset times out.



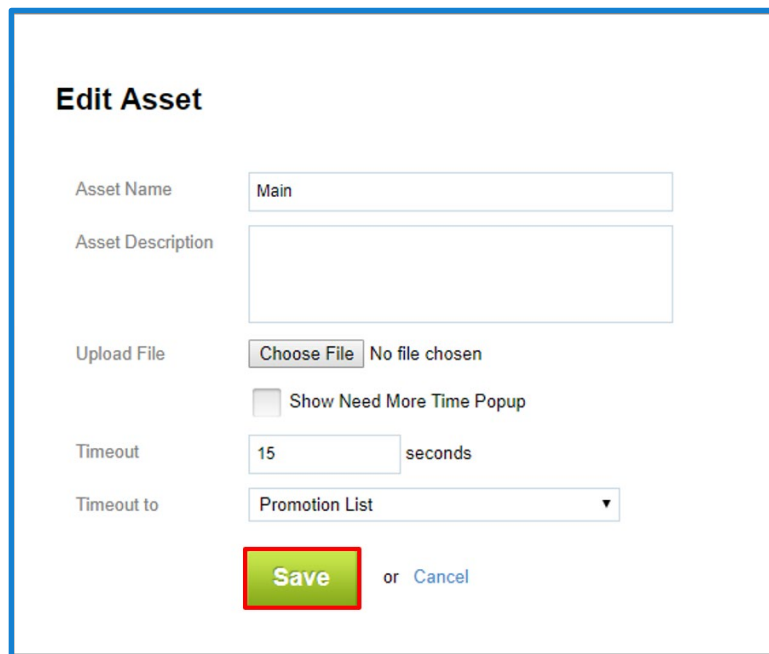
10. In the **Timeout** field, enter the timeout, in seconds, for this asset.

**Note:** The default is 15 seconds.

11. In the **Timeout To** field, select the kiosk screen to timeout to.

**Note:** The default is Promotion List.

12. Click **Save**.



**Edit Asset**

Asset Name

Asset Description

Upload File  No file chosen

☐ Show Need More Time Popup

Timeout  seconds

Timeout to

or [Cancel](#)

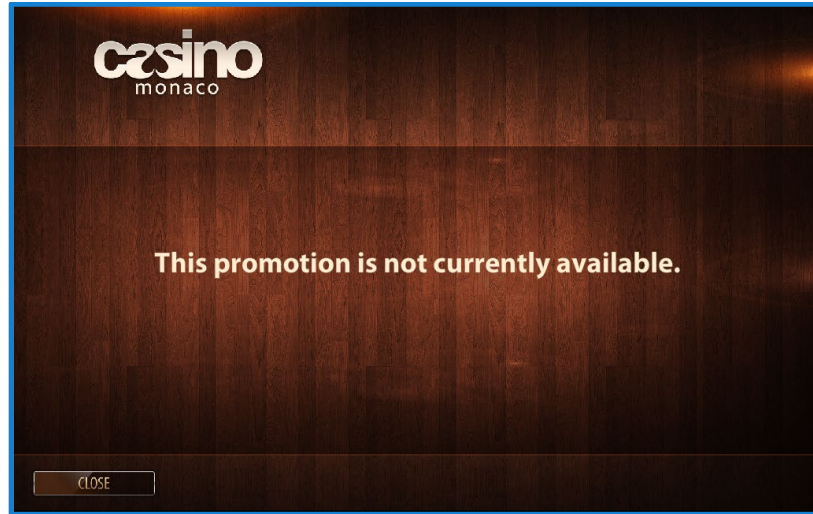
The Main asset is updated.

## Default Assets

Promotion status assets alert the patron if there is an issue with their participation in a promotion. Default assets are used most often in place of custom promotion status assets.

## ***Promotion is Not Available Asset***

The Promotion Not Available asset displays when a patron attempts to participate in a promotion and the promotion is unavailable. Promotion availability is based on the time and date configuration of the promotion.



## ***Already Participated Asset***

The Already Participated default asset appears when a patron attempts to participate in a promotion, but they have already participated in the promotion. Promotion participation restrictions are based on the number of patron participations allotted per promotion.



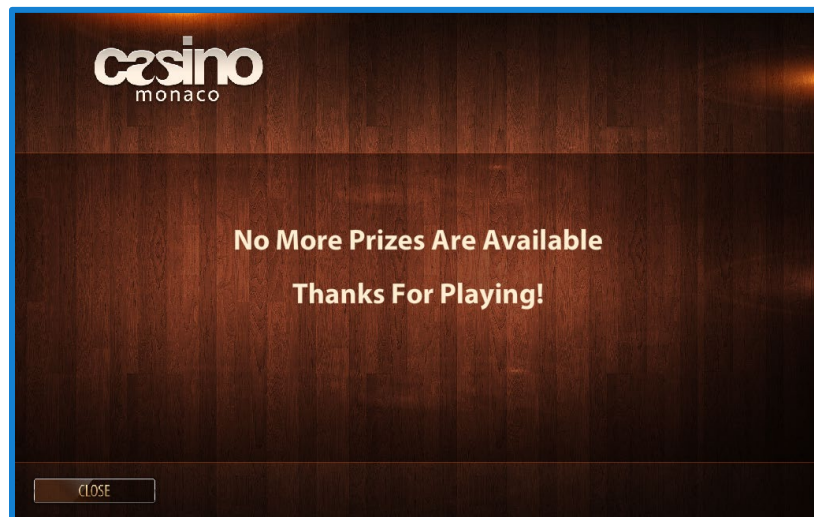
## ***No Qualification Asset***

The No Qualification default asset appears when a patron attempts to participate in a promotion, but they have not qualified to participate. These restrictions are based on the required number of points, ADT, Theo, etc.



## ***Out of Prizes Asset***

The Out of Prizes default asset appears when a patron attempts to participate in a promotion and the enforced quantity of the prizes has been reached. The enforced prize quantity is based on prize configuration and the amount defined within the prize quantity field. Quantities must be enforced for the promotion to restrict based on prize distribution.



# Advanced Configuration

To open the **Advanced Configuration** page, select the **Advanced Configuration** option in the navigation bar. This page allows administrators to create the variables required for advance promotional elements, including game or asset configurations. Refer to the promotion's ReadMe file for any required Advanced Configuration variables.

Most standard promotions do not require changes or additions to the Advanced Configuration page. If required, please contact Loyalty Support for assistance. Before making the promotion available to patrons, test and confirm the added variables function as intended.



## Adding Input Variables

There are four default input variables configured for each promotion. Unless instructed by a ReadMe, these variables should not change. To establish an input variable, follow the procedure below.

1. To add a new variable to the promotion, click **Add Variable**.



Input Variables	
Note: Variable names must be in lowercase	
amountneeded	Number of points needed for next participation. Available only if promotion qualification turned on.
amountearned	Number of points a player has earned during the consideration period. Available only if promotion qualification turned on.
amountremaining	Number of points remaining for next participation. Available only if promotion qualification turned on.
totalamount	Number of points earned. Available only if promotion qualification turned on.

Output Variables

Note: Variable names must be in lowercase

No Data

The **Add Custom Variable** page displays.

**Note:** Variable names are lower case with no spaces between words.

2. In the **Name** field, type the name of the variable.
3. In the **Type** section:
  - To display a static message, select the **String** radio button.
  - To configure an SQL query to the PKMS database, select the **SQL Query** radio button.

- Click **Add Variable**.

### Add Custom Variable

Note: Variable names must be in lowercase

Name

Type ☒ String ☐ SQL Query

Variable Type ☒ Input Variables ☐ Output Variables

**Add Variable** or [Cancel](#)

The **Input Variable** section updates to display the new variable.

- Click **Save**.

#### Input Variables

Note: Variable names must be in lowercase

[Add Variable](#)

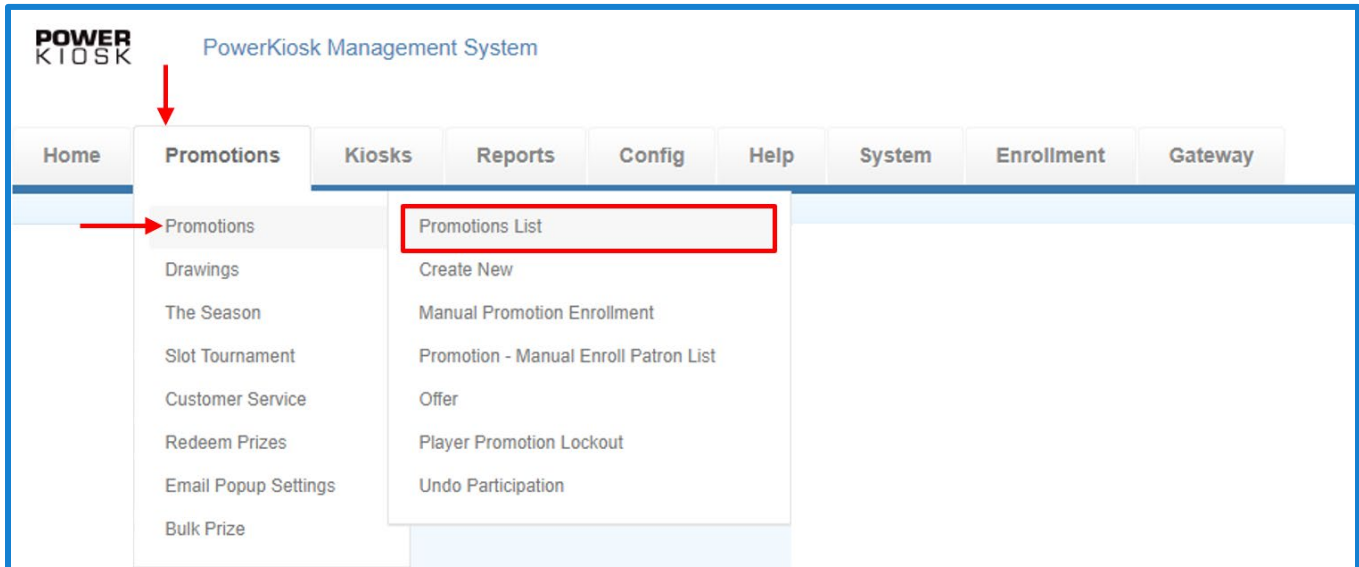
amountneeded	Number of points needed for next participation. Available only if promotion qualification turned on.
amountearned	Number of points a player has earned during the consideration period. Available only if promotion qualification turned on.
amountremaining	Number of points remaining for next participation. Available only if promotion qualification turned on.
totalamount	Number of points earned. Available only if promotion qualification turned on.
point_description	<input type="text" value="Fun Bucks"/>



# Managing Existing Promotions

After a promotion is saved, the promotion can be found on the Promotion List page of PKMS.

Hover over the **Promotions** tab, mouse over **Promotions**, and click **Promotions List**. The existing promotions list displays.



POWER KIOSK PowerKiosk Management System

Home Promotions Kiosks Reports Config Help System Enrollment Gateway


Promotions

- Promotions List
- Create New
- Manual Promotion Enrollment
- Promotion - Manual Enroll Patron List
- Offer
- Player Promotion Lockout
- Undo Participation

Home	Promotions	Kiosks	Reports	Config	Help	System	Gateway	Campaign
Kiosk Promotions								
<a href="#">Create New</a>		<a href="#">Import Promotion</a>		<a href="#">All</a> <a href="#">Active</a> <a href="#">Inactive</a> <a href="#">Archive</a>				
#	Name & Description	Priority	Restr. Enroll.	Restr. Kiosks	Date Range			
397	<a href="#">Beat The Heat Earn and Get</a> Earn 100 Points and Play to Win up to \$100	0	✓	—	04/30/2015 06:00 AM - 04/30/2015 11:59 PM 05/07/2015 06:00 AM - 05/07/2015 11:59 PM 05/14/2015 06:00 AM - 05/14/2015 11:59 PM 05/21/2015 06:00 AM - 05/21/2015 11:59 PM 05/28/2015 06:00 AM - 05/28/2015 11:59 PM 05/01/2015 06:00 AM - 05/01/2015 11:59 PM	<a href="#">Receipt</a> <a href="#">Reprint</a>		✕
398	<a href="#">Birthday Swipe and Win</a> Birthday Swipe and Win	0	—	—	05/01/2015 12:00 AM - 05/01/2016 11:59 PM	<a href="#">Receipt</a> <a href="#">Reprint</a>		✕
399	<a href="#">Earn and Get - Anniversary Special</a> o o Typical Promotion (Game-Based). o Single-Period Promotion: Promotion is built for a year, as a standing Anniversary Promotion, Patrons are eligible during the month of their Player's Club enrollment anniversary. o Kiosk Restrictions: Promotion is valid on all Kiosks. o Enrollment Restriction: Promotion will be open to all Platinum and Platinum Elite, Tiered Patrons. o Qualification: No qualification. o Participation: The Patron can earn up to 2 free Show Tickets. The Patron must earn 100 points to earn each Ticket. The points must be earned in a single day. o Prizes: 1 Prize 1: Free show ticket, for every 100 points earned, up to 200 points. (Max 2 show tickets).	0	—	—	01/01/2015 12:00 AM - 01/01/2016 11:59 PM	<a href="#">Receipt</a> <a href="#">Reprint</a>		✕
395	<a href="#">HalloWin</a> Internal Description	0	✓	—	04/27/2015 12:00 AM - 05/27/2015 11:59 PM	<a href="#">Receipt</a> <a href="#">Reprint</a>		✕



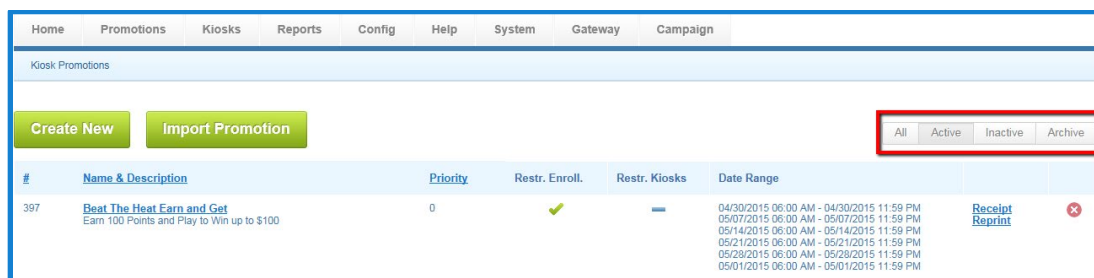
## Promotion List Information


Column Name	Description
#	Displays the promotion number
Name & Description	Displays the promotion name and description
Priority	Displays the promotion priority
Restr. Enroll	Indicates the promotion enrollment restrictions: <ul style="list-style-type: none"> <li>✓ Indicates the promotion does not have enrollment restrictions</li> <li>— Indicates the promotion has enrollment restrictions</li> </ul>
Restr. Kiosks	Indicates the promotion kiosk restrictions: <ul style="list-style-type: none"> <li>✓ Indicates the promotion does not have kiosk restrictions</li> <li>— Indicates the promotion has kiosk restrictions</li> </ul>
Date Range	Displays all promotion periods
Receipt	Reprints a receipt for a player's prize
	Deletes a promotion that has not yet started

## Filtering

**Filter Options:** The promotions list may be filtered using the options below:

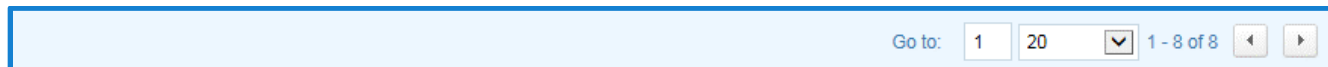
- **All:** Displays all promotions in the promotion list.
- **Active:** Displays only active promotions in the promotions list.
- **Inactive:** Displays only inactive promotions in the promotions list.
- **Archived:** Displays only archived promotions in the promotions list.



Home	Promotions	Kiosks	Reports	Config	Help	System	Gateway	Campaign
Kiosk Promotions								
Create New		Import Promotion		<div> All Active Inactive Archive </div>				
#	Name & Description	Priority	Restr. Enroll.	Restr. Kiosks	Date Range			
397	Beat The Heat Earn and Get Earn 100 Points and Play to Win up to \$100	0	✓	—	04/30/2015 06:00 AM - 04/30/2015 11:59 PM 05/07/2015 06:00 AM - 05/07/2015 11:59 PM 05/14/2015 06:00 AM - 05/14/2015 11:59 PM 05/21/2015 06:00 AM - 05/21/2015 11:59 PM 05/28/2015 06:00 AM - 05/28/2015 11:59 PM 05/01/2015 06:00 AM - 05/01/2015 11:59 PM	Receipt Reprint		

## Navigating

The navigation options at the bottom of the Promotions List page allows for navigation through the list of promotions.



A navigation bar with a light blue background and a blue border. It contains the text "Go to:" followed by two input fields: the first contains "1" and the second contains "20". To the right of these fields is a dropdown menu with a downward arrow. Further right is the text "1 - 8 of 8" followed by two navigation buttons: a left arrow and a right arrow.

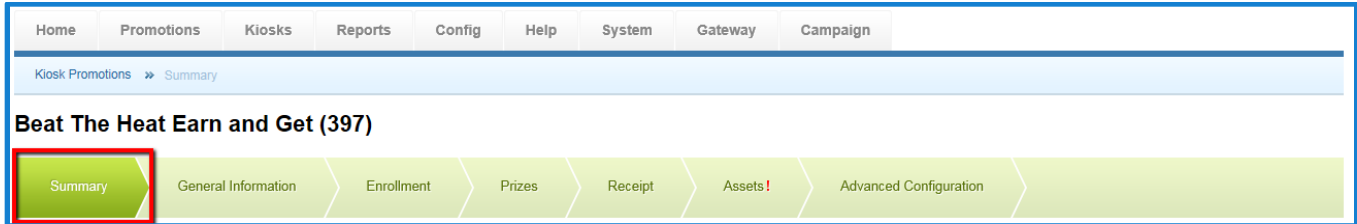
## Editing

To edit or view additional information about a promotion, click on the promotion name.

2618	<a href="#">Crack The Vault</a>	205	—	—	09/25/2021
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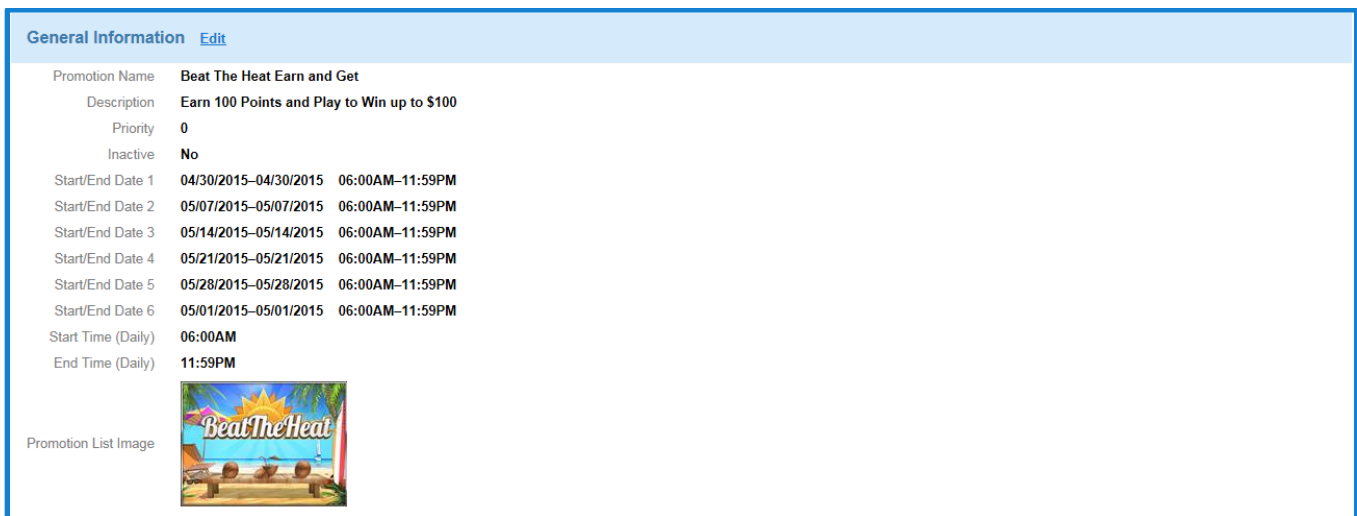
# Summary Page

The **Summary** page of the promotion details each page of the promotion.



## General Information

- Promotion Name
- Description
- Priority
- Inactive Status
- Promotion Periods
- Promotion List Image



## Assets Uploaded

This section lists the uploaded assets for this promotion.

## Prizes

This section lists all prizes defined for this promotion.

## Enrollment

This section lists the enrollment and participation conditions configured for this promotion.

## Advanced Configuration

This section lists all advanced configuration variables set for this promotion.

## Receipt

This section provides quick access to the receipt editor for the promotion.



The screenshot displays the PKMS Promotions configuration interface. It features a sidebar on the left with navigation links: **Assets Uploaded** (with an [Edit](#) link), **Prizes** (with an [Edit](#) link), **Enrollment** (with an [Edit](#) link), **Advanced Configuration** (with an [Edit](#) link), and **Receipt** (with an [Edit](#) link). The main content area is divided into sections corresponding to these links. The **Assets** section shows a table with columns for 'Assets' and 'Player ID List'. The **Prizes** section shows a table with columns for 'Prize' and 'Quantity'. The **Enrollment** section shows a table with columns for 'Enrollment Type' and 'Participation Condition'. The **Advanced Configuration** section shows a message: 'No custom parameters determined yet.' The **Receipt** section shows a message: 'No custom parameters determined yet.' At the bottom of the interface, there are three green buttons: **Reset Promotion**, **Reuse Promotion**, and **Export Promotion**.

## Reset Promotion

Clicking **Reset Promotion** resets the promotion and removes all participations in the promotion. This option resets all prize quantities and patron activity.

*Example:*

Use this in a testing environment to rest all prize quantities and activities that occurred while testing a promotion.

**Caution** This action cannot be undone. If this button is not visible, the user profile does not have the rights to reset a promotion. This option must only be selected when the promotion must be permanently reset.

## Reuse Promotion

Clicking **Reuse Promotion** allows the promotion to be copied without having to build the promotion from scratch. Custom receipts configured for the original promotion do not carry over to the reused promotion.

**Caution** When reusing a promotion, always verify if the promotion has an associated player list. If a player list exists, remove it from the new promotion before making it available to patrons. The enrolled participations from the original promotion can transfer to the new promotion even if they are not uploaded after the dates are changed.

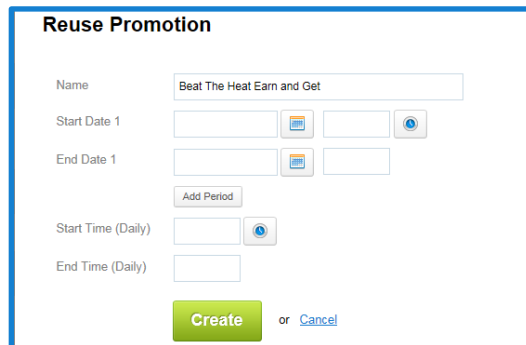
1. On the Summary page, click Reuse Promotion.

The **Reuse Promotion** window displays.

2. In the Name field of the Reuse Promotion window, enter a unique promotion name.
3. Enter the remaining information in the Start Date 1, End Date 1, Start Time (Daily), and End Time (Daily) fields.

**Note:** Refer to the [General Information Dates and Times](#) section of this guide for more information.

4. Click **Create**.



The screenshot shows the 'Reuse Promotion' window. It contains the following fields and controls:

- Name:** A text input field with the value 'Beat The Heat Earn and Get'.
- Start Date 1:** A date input field with a calendar icon.
- End Date 1:** A date input field with a calendar icon.
- Add Period:** A button.
- Start Time (Daily):** A time input field with a clock icon.
- End Time (Daily):** A time input field.
- Create:** A green button.
- or Cancel:** A link.

## Export Promotion

The export function allows a promotion to be built once and then exported as needed across multiple PKMS instances of the same version. Always test and confirm the functionality an exported promotion before making it available to patrons.

On the bottom of the **Summary** page of the promotion, click **Export Promotion**. A zip file of the promotion downloads.



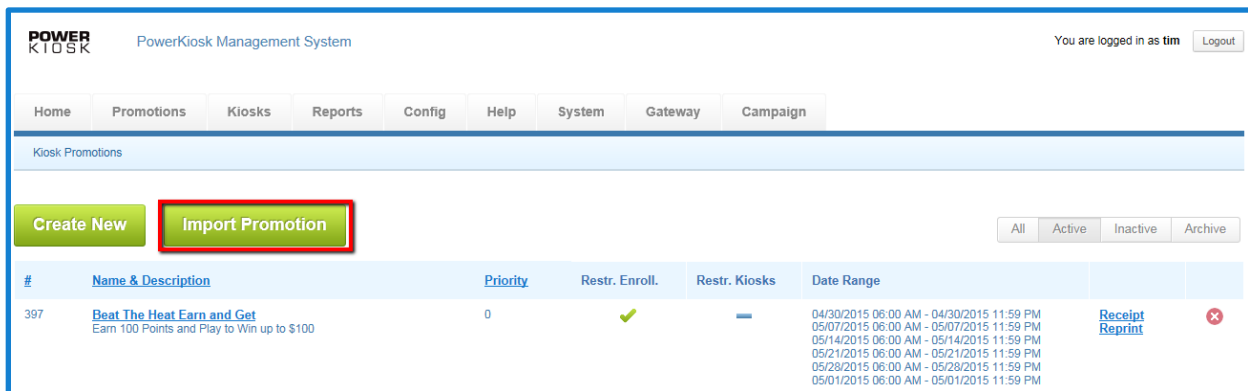
The screenshot shows three buttons at the bottom of the Summary page:

- Reset Promotion** (green button)
- Reuse Promotion** (green button)
- Export Promotion** (red button)

## Import Promotion

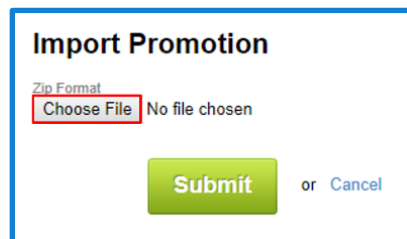
The import function allows a promotion to be built once and then imported as needed across multiple PKMS instances. Always test and confirm the functionality an imported promotion before making it available to patrons.

1. Navigate to the **Promotions List**.
2. Click **Import Promotion**.

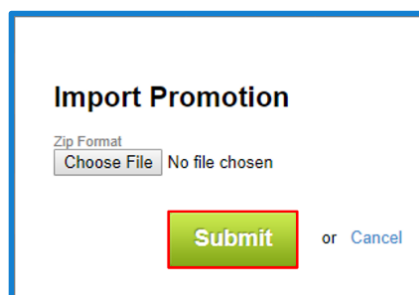


The **Import Promotion** window displays.

3. In the **Import Promotion** window, click **Choose File**.



4. Navigate to the location of the downloaded **zip file**.
5. Click **Open**.
6. In the **Import Promotion** window, click **Submit**.



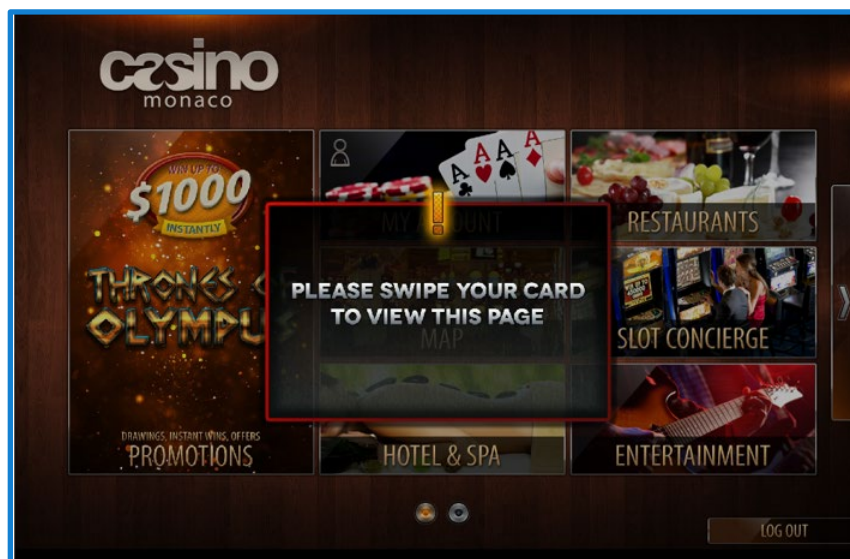
# Appendix A—Kiosk Sessions

When a patron visits a kiosk, their session is categorized as a carded session or a non-carded session.

## Non-Carded Session

When a patron uses the kiosk without swiping their player's club card, the session is considered non-carded. Informational kiosk assets may be used. The **My Account** and **Promotions** assets require a card swipe before use.

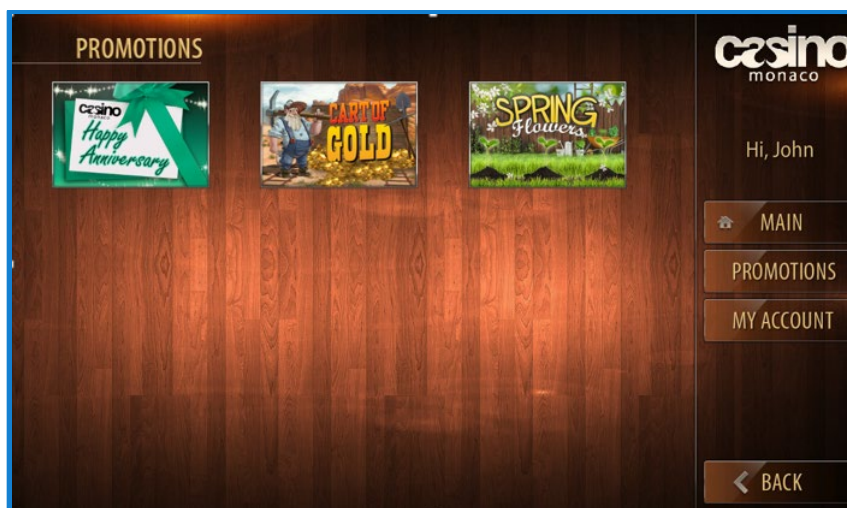
**Note:** **Promotions** and **My Account** always require card swipes; administrators can configure other assets to require a swipe.



## Carded Session

When a patron swipes their card, the session becomes carded. In a carded session, when the **Promotions** and **My Account** assets are selected, the **Promotions List** and **My Account** overview display.

**Note:** The promotions displayed to each patron are based on the promotion configuration and patron eligibility.





# Appendix B—Testing a Promotion

## Best Practices

- Test each promotion in an environment not accessible by patrons before the promotion goes live on the casino floor.
  - Everi recommends configuring a test kiosk located in the marketing or IT offices.
- Any PC can be turned into a kiosk by installing and configuring the PKConfig and PowerKioskApp applications.
  - In the **Kiosk Restrictions** section of the **General Information** page, assign the promotion to the test kiosk before linking the promotion to Kiosks on the casino floor.
  - When using the PKConfig and PowerKioskApp applications on a PC Kiosk, a test card ID number is required for the **Test Card** field in PKConfig.
- If the testing is conducted in a live environment (i.e., the casino floor), reset the promotion details to the intended configuration (active dates, assigned kiosks, etc.) before active use.

**Note:** Failure to return the promotion details to their original state, especially if the active dates were adjusted, will cause the promotion to fail for the patrons.

## Testing the Promotion

- Configure the promotion details with the following adjustments.
- In the Enrollment Restrictions section of the Enrollment page, select the Import Player IDs option.

**Note:** If the promotion already restricts participants by Player ID, only type or import the test ID(s).

1. In the Participation section, select the Unlimited Swipes option.
2. In the Kiosk Restrictions section of the General Information page, assign the promotion to the test Kiosk.
3. In the Dates & Times section, add a period for the testing day.
4. Verify the test card (or test card ID number for PC Kiosks) meets the promotion's configured qualifications.
  - a. Click **Save**.
  - b. At the kiosk, swipe the test card.

**Note:** For PC kiosks, press F1 on the keyboard if the application asks to swipe a card.

5. Verify the promotion displays and runs as intended.

6. Verify the awarded prize adds to the test account as intended.

## Resetting the Promotion

1. In the **Dates & Times** section of the **General Information** page, delete the testing day period and add the intended active period(s).
2. In the **Kiosk Restrictions** section, assign the promotion to the kiosks intended for active use.
3. In the **Enrollment Restrictions** section of the **Enrollment** page, select the real restriction for active use.

**Note:** If the promotion restricts participants by Player ID, remove the test IDs then import or type the list of real Player IDs now.

4. In the **Participation** section, select the participation condition and criteria intended for active use.
5. Click **Save**.

# Appendix C—Sample Promotion Configuration

This section covers real-world scenarios of promotion configuration in PKMS. This is meant to provide an advanced understanding of the relationship between promotion scenarios and the proper PKMS configuration.

## Earn and Get with Two Base Prizes and One Big Winner

- The promotion is valid on any Thursday between 04/30/2021 and 05/31/2021.
- The promotion is valid on all kiosks.
- The promotion is open to all patrons.
- The promotion has a qualification of at least 100 points earned during the promotion range.
- The patron may participate every Thursday during the promotion.
- Prize 1: \$5 Free Play for 75% of participating patrons, system awarded.
- Prize 2: \$10 Free Play for 25% of participating patrons, system awarded.
- Prize 3: \$100 Free Play for one patron to be awarded on the last Thursday of the promotion between 6:00 PM and 10:00 PM, system awarded.

### General Information—Name & Description

Promotion Name	Description	Priority	Inactive	Archived	Post to Calendar	Calendar Description
Beat the Heat Earn and Get	Earn 100 points and play to win \$100	0	Do not check	Do not check	Check	Beat the Heat, Play to Win!

Posting to the calendar displays the **Calendar Description** on the kiosk.

### General Information—Dates & Times

Start Date 1	Start Time	End Date 1	End Time	Start Time Daily	End Time Daily	Promotion Tile
04/30/2021	12:00 AM	04/30/2021	11:59 PM	12:00 AM	11:59 PM	Do not check
05/07/2021	12:00 AM	05/07/2021	11:59 PM	12:00 AM	11:59 PM	Do not check

Start Date 1	Start Time	End Date 1	End Time	Start Time Daily	End Time Daily	Promotion Tile
05/14/2021	12:00 AM	05/14/2021	11:59 PM	12:00 AM	11:59 PM	Do not check
05/21/2021	12:00 AM	05/21/2021	11:59 PM	12:00 AM	11:59 PM	Do not check
05/28/2021	12:00 AM	05/28/2021	11:59 PM	12:00 AM	11:59 PM	Do not check

The promotional tile displays on the kiosk for the entire date range. Refer to the [Promotion is Not Available](#) asset section for more information.

### General Information—Kiosk Restrictions

Active Kiosk
Select All Kiosks

This promotion displays on all kiosks.

### General Information—Promotional List Image

Upload Image	Thumbnail
Upload the tile.png file for the Beat the Heat promotion.	

### Enrollment—Enrollment

Enrollment Restriction	Tier Restrictions
Open To All	No Selection

This promotion is available to all patrons with no tier restrictions per the promotion scenario.

### Enrollment—Qualification

Qualification 1	Consideration 1	Amount	Promotional Tile
Points—All	Promotion Range	100	Do not check

Patrons must earn 100 points in the promotion range to qualify for this promotion. The promotional tile displays to all patrons. Refer to the [No Qualification](#) asset section for more information.

## Enrollment—Participation

Condition	Participation Criteria	Promotional Tile
1 Time Per Period	N/A	Do not check

Patrons may participate once every Thursday in the promotion range. The tile displays regardless of participation restrictions. Refer to see the [Already Participated](#) asset section for more information.

## Prize 1: Prize—Prize

Prize Name	\$5 Free Play
Prize Line 1	\$5
Prize Line 2	Free Play
Prize Line 3	N/A
Prize Identifier	1
Description	\$5.00 Free Play
Quantity	75
Enforce Quantity	Do not check
Screen Timeout	5 seconds
Timeout To	Promotion List
Disabled	Do not check
Print Receipt	Do not check
Receipt Message	N/A
Screen Message	Your prize has been added to your account!

75% of the patrons receive this prize, this is in relation to the other non-time-based prizes in the promotion. This prize is awarded by the system, so there is no need to print a receipt.

## Prize 1: Prize—Prize Type Info


Prize Type	Slot Free Play
\$ Value of Prize	5.00
Redemption Code or Amount	5
Mark Redeemed on Win	Check

<b>Expires In</b>	N/A
<b>Cost</b>	2.00
<b>Query on Win</b>	N/A

The **Redemption Code or Amount** and **Expires In** fields are patron management system specific.

**Cost** is dependent on internal property cost.

### Prize 1: Prize—Universal Prize Upload

Upload Image	Thumbnail
Upload the prize.swf file for the Beat the Heat promotion.	

### Prize 2: Prize—Prize

<b>Prize Name</b>	\$10 Free Play
<b>Prize Line 1</b>	\$10
<b>Prize Line 2</b>	Free Play
<b>Prize Line 3</b>	N/A
<b>Prize Identifier</b>	2
<b>Description</b>	\$10.00 Free Play
<b>Quantity</b>	25
<b>Enforce Quantity</b>	Do not check
<b>Screen Timeout</b>	5 seconds
<b>Timeout To</b>	Promotion List
<b>Disabled</b>	Do not check
<b>Print Receipt</b>	Do not check
<b>Receipt Message</b>	N/A
<b>Screen Message</b>	Your prize has been added to your account!

25% of the patrons receive this prize, this is in relation to the other non-time-based prizes in the promotion.

This prize is awarded by the system, so there is no need to print a receipt.


## Prize 2: Prize—Prize Type Info

<b>Prize Type</b>	Slot Free Play
<b>\$ Value of Prize</b>	10.00
<b>Redemption Code or Amount</b>	10
<b>Mark Redeemed on Win</b>	Check
<b>Expires In</b>	N/A
<b>Cost</b>	4.00
<b>Query on Win</b>	N/A

The **Redemption Code or Amount** and **Expires In** fields are patron management system specific.

**Cost** is dependent on internal property cost.

## Prize 2: Prize—Upload Prize Screen

Upload Image	Thumbnail
Upload the prize.swf file for the Beat the Heat promotion.	

## Prize 3: Prize—Prize

<b>Prize Name</b>	\$100 Free Play
<b>Prize Line 1</b>	\$100
<b>Prize Line 2</b>	Free Play
<b>Prize Line 3</b>	N/A
<b>Prize Identifier</b>	3
<b>Description</b>	\$100.00 Free Play
<b>Quantity</b>	0
<b>Enforce Quantity</b>	Check
<b>Screen Timeout</b>	5 seconds
<b>Timeout To</b>	Promotion List

<b>Disabled</b>	Do not check
<b>Print Receipt</b>	Do not check
<b>Receipt Message</b>	N/A
<b>Screen Message</b>	Your prize has been added to your account!

The quantity of this prize is determined in the Time-Based Disbursement section, so the quantity must be set to 0 on this page. This prize is awarded by the system, so there is no need to print a receipt.


### Prize 3: Prize—Prize Type Info

<b>Prize Type</b>	Slot Free Play
<b>\$ Value of Prize</b>	100.00
<b>Redemption Code or Amount</b>	100
<b>Mark Redeemed on Win</b>	Check
<b>Expires In</b>	N/A
<b>Cost</b>	40.00
<b>Query on Win</b>	N/A

The **Redemption Code or Amount** and **Expires In** fields are patron management system specific.

**Cost** is dependent on internal property cost.

### Prize 3: Prize—Upload Prize Screen

Upload Image	Thumbnail
Upload the prize.swf file for the Beat the Heat promotion.	

### Prize 3: Main Prize Page—Add Time Based Prize Disbursement






<b>Prize</b>	\$100 Free Play
<b>Quantity</b>	1
<b>Start Date</b>	05/28/2021
<b>Start Time</b>	6:00 PM



<b>End Date</b>	05/28/2021
<b>End Time</b>	11:59 PM
<b>Start Time Daily</b>	6:00 PM
<b>End Time Daily</b>	10:00 PM
<b>Stop distribution of this prize on</b>	05/28/2021 10:00 PM

One \$100 Free Play prize is distributed the last Thursday of the promotion, between 6 PM and 10 PM.

## Assets Page

<b>Main</b>	Upload the main.swf file for the Beat the Heat promotion	
<b>Promotion Not Available</b>	Use Default	
<b>Already Participated</b>	Use Default	
<b>No Qualification</b>	Use Default	
<b>Out of Prizes</b>	Use Default	

## Swipe and Win Anniversary Promotion: Restricting by Tier and Awarding Coupons and Comps

- The promotion is valid for a year as a standing anniversary promotion.
- The promotion is valid on all kiosks.
- The promotion is available to patrons 15 days before and 15 days after their enrollment anniversary.
- The promotion has a no qualifications set.
- The patron may participate once during the promotion.
- Prize 1: Gift voucher limited to the Gold tier; a coupon is printed at the kiosk.
- Prize 2: Gift voucher limited to the Platinum tier; a coupon is printed at the kiosk.
- Prize 3: Gift voucher and \$200 comp to the steakhouse for the Platinum Elite tier; a coupon is printed at the kiosk.

### General Information—Name & Description

Promotion Name	Description	Priority	Inactive	Archived	Post to Calendar	Calendar Description
Enrollment Anniversary Promotion	Swipe and win 15 days before or after enrollment anniversary.	0	Do not check	Do not check	Check	Enrollment Anniversary Promotion

Posting to the calendar displays the **Calendar Description** on the kiosk.

### General Information—Dates & Times

Start Date 1	Start Time	End Date 1	End Time	Start Time Daily	End Time Daily	Promotion Tile
01/01/2021	12:00 AM	01/01/2020	11:59 PM	12:00 AM	11:59 PM	Check


The promotional tile does not display on the kiosk outside of the date range.

### General Information—Kiosk Restrictions

Active Kiosk
Select All Kiosks

This promotion displays on all kiosks.

**General Information—Promotional List Image**

Upload Image	Thumbnail
Upload the tile.png file for the Anniversary promotion.	

**Enrollment—Enrollment**

Enrollment Restriction	Tier Restrictions
By Demographics	No Selection

**Enrollment—Demographics**

Birthday	Enrollment Date	Enrollment Anniversary	Gender	ZIP Code
Any	N/A	15 Days Before 15 Days After	All	N/A

This promotion is only available to patrons with an enrollment anniversary 15 days before or 15 days after the current date.

**Enrollment—Participation**

Condition	Participation Criteria	Promotional Tile
1 Time Per Promotion	N/A	Do not check

Patrons may participate once every year.

## Prize 1: Prize—Prize

<b>Prize Name</b>	Anniversary Gift Voucher—Gold
<b>Prize Line 1</b>	Varies
<b>Prize Line 2</b>	Varies
<b>Prize Line 3</b>	Varies
<b>Prize Identifier</b>	1
<b>Description</b>	Anniversary Gift Voucher—Gold
<b>Quantity</b>	1
<b>Enforce Quantity</b>	Do not check
<b>Screen Timeout</b>	5 seconds
<b>Timeout To</b>	Promotion List
<b>Disabled</b>	Do not check
<b>Print Receipt</b>	Check
<b>Receipt Message</b>	Happy Anniversary! Please take this voucher to the Player's Club to redeem your gift!
<b>Screen Message</b>	Happy Anniversary!

The system prints a receipt with the **Receipt Message**.

## Prize 1: Prize—Prize Type Info


<b>Prize Type</b>	Prizes, Coupons and Vouchers
<b>\$ Value of Prize</b>	20.00
<b>Redemption Code or Amount</b>	Varies
<b>Mark Redeemed on Win</b>	Varies
<b>Limit per Customer</b>	N/A
<b>Max Time to Claim Prize</b>	None
<b>Cost</b>	5.00
<b>Query on Win</b>	N/A

### Prize 1: Prize—Use Qualifications

Start Time	End Time	Tiers	Custom Query
N/A	N/A	Gold	N/A

Patrons in the Gold tier are eligible for this prize.

### Prize 1: Prize—Upload Prize Screen

Upload Image	Thumbnail
Upload the prize.swf file for the Anniversary promotion.	

### Prize 2: Prize—Prize

Prize Name	Anniversary Gift Voucher—Platinum
Prize Line 1	Varies
Prize Line 2	Varies
Prize Line 3	Varies
Prize Identifier	2
Description	Anniversary Gift Voucher—Platinum
Quantity	1
Enforce Quantity	Do not check
Screen Timeout	5
Timeout To	Promotion List
Disabled	Do not check
Print Receipt	Check
Receipt Message	Happy Anniversary! Please take this voucher to the Player's Club to redeem your gift!
Screen Message	Happy Anniversary!

The system prints a receipt with the **Receipt Message**.

## Prize 2: Prize—Prize Type Info


<b>Prize Type</b>	Prizes, Coupons and Vouchers
<b>\$ Value of Prize</b>	30.00
<b>Redemption Code or Amount</b>	Varies
<b>Mark Redeemed on Win</b>	Varies
<b>Limit per Customer</b>	N/A
<b>Max Time to Claim Prize</b>	None
<b>Cost</b>	8.00
<b>Query on Win</b>	N/A

## Prize 2: Prize—Use Qualifications

<b>Start Time</b>	<b>End Time</b>	<b>Tiers</b>	<b>Custom Query</b>
N/A	N/A	Platinum	N/A

Patrons in the Platinum tier are eligible for this prize.

## Prize 2: Prize—Upload Prize Screen

<b>Upload Image</b>	<b>Thumbnail</b>
Upload the prize.swf file for the Anniversary promotion.	

## Prize 3: Prize—Prize

<b>Prize Name</b>	Anniversary Gift Voucher—Platinum Elite
<b>Prize Line 1</b>	Varies
<b>Prize Line 2</b>	Varies
<b>Prize Line 3</b>	Varies
<b>Prize Identifier</b>	3
<b>Description</b>	Anniversary Gift Voucher—Platinum Elite
<b>Quantity</b>	1

<b>Enforce Quantity</b>	Do not check
<b>Screen Timeout</b>	5 seconds
<b>Timeout To</b>	Promotion List
<b>Disabled</b>	Do not check
<b>Print Receipt</b>	Check
<b>Receipt Message</b>	Happy Anniversary! Please take this voucher to the Player's Club to redeem your gift!
<b>Screen Message</b>	Happy Anniversary!

The system prints a receipt with the **Receipt Message**.

### Prize 3: Prize—Prize Type Info


<b>Prize Type</b>	Prizes, Coupons and Vouchers
<b>\$ Value of Prize</b>	50.00
<b>Redemption Code or Amount</b>	Varies
<b>Mark Redeemed on Win</b>	Varies
<b>Limit per Customer</b>	N/A
<b>Max Time to Claim Prize</b>	None
<b>Cost</b>	20.00
<b>Query on Win</b>	N/A

### Prize 3: Prize—Use Qualifications

<b>Start Time</b>	<b>End Time</b>	<b>Tiers</b>	<b>Custom Query</b>
N/A	N/A	Platinum Elite	N/A

Patrons with the Platinum Elite tier are eligible for this prize.

### Prize 3: Prize—Upload Prize Screen

Upload Image	Thumbnail
Upload the prize.swf file for the Anniversary promotion.	


Save the prize.

### Prize 3: Sub-Prize





On the main **Prize** page, click the Prize 3 name and navigate to **Sub-prizes** section of the page.

<b>Prize Name</b>	Anniversary Gift \$200 Dining Comp—Platinum Elite
<b>Prize Line 1</b>	Varies
<b>Prize Line 2</b>	Varies
<b>Prize Line 3</b>	Varies
<b>Description</b>	Anniversary Gift \$200 Dining Comp—Platinum Elite
<b>Disabled</b>	Do not check
<b>Print Receipt</b>	Do not check
<b>Prize Type</b>	Comp Add
<b>\$ Value of Prize</b>	200.00
<b>Redemption Code on Win (and Claim)</b>	Varies
<b>Mark Redeemed on Win</b>	Varies
<b>Limit Per Customer</b>	N/A
<b>Query on Win</b>	N/A

### Assets Page

<b>Main</b>	Upload the main.swf file for the Anniversary promotion	
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<b>Promotion Not Available</b>	Use Default	
<b>Already Participated</b>	Use Default	
<b>No Qualification</b>	Use Default	
<b>Out of Prizes</b>	Use Default	

## Earn and Get Birthday Promotion with Prize Qualifications

- The promotion is valid for a year as a standing birthday promotion.
- The promotion is valid on all kiosks.
- The promotion is open to all Platinum and Platinum Elite patron tiers, during their birthday month.
- The promotion has a no qualifications set.
- The patron may earn up to two free show tickets. The patron must earn 100 points to earn each ticket; the points must be earned in a single day.
- Prize 1: Free show ticket for every 100 points earned for up to 200 points. A voucher is printed.

### General Information—Name & Description

Promotion Name	Description	Priority	Inactive	Archived	Post to Calendar	Calendar Description
Earn and Get Birthday Promotion	Free show ticket for every 100	0	Do not check	Do not check	Check	Earn and Get Birthday Promotion

	points earned during the patron's birthday month. (maximum of 2 tickets)					
--	--	--	--	--	--	--

Posting to the calendar displays the **Calendar Description** on the kiosk.

### General Information—Dates & Times

Start Date 1	Start Time	End Date 1	End Time	Start Time Daily	End Time Daily	Promotion Tile
01/01/2021	12:00 AM	12/31/2021	11:59 PM	12:00 AM	11:59 PM	Check


The promotional tile does not display on the kiosk outside of the date range.

### General Information—Kiosk Restrictions

Active Kiosk
Select All Kiosks

This promotion displays on all kiosks.

### General Information—Promotional List Image

Upload Image	Thumbnail
Upload the tile.png file for the Birthday promotion.	

### Enrollment—Enrollment

Enrollment Restriction	Tier Restrictions
By Demographics	Platinum and Platinum Elite

**Enrollment—Demographics**

<b>Birthday</b>	<b>Enrollment Date</b>	<b>Enrollment Anniversary</b>	<b>Gender</b>	<b>ZIP Code</b>
Same Month	N/A	Any	All	N/A

This promotion is only available to patrons with a birthday within the same month as the promotion.

**Enrollment—Qualification**

<b>Qualification 1</b>	<b>Consideration 1</b>	<b>Amount</b>	<b>Amount 2</b>	<b>Promotional Tile</b>
Points—All	Participation Day	100	100	Do not check

The patron qualifies for participation for every 100 points earned. Patrons must earn all points on the day of participation.

**Enrollment—Participation**

<b>Condition</b>	<b>Participation Criteria</b>	<b>Promotional Tile</b>
2 Times Per Promotion	N/A	Do not check

Patrons may participate twice every year.

## Prize 1: Prize—Prize

<b>Prize Name</b>	1 Free Show Ticket—Birthday
<b>Prize Line 1</b>	Varies
<b>Prize Line 2</b>	Varies
<b>Prize Line 3</b>	Varies
<b>Prize Identifier</b>	1
<b>Description</b>	1 Free Show Ticket—Birthday
<b>Quantity</b>	1
<b>Enforce Quantity</b>	Do not check
<b>Screen Timeout</b>	5 seconds
<b>Timeout To</b>	Promotion List
<b>Disabled</b>	Do not check
<b>Print Receipt</b>	Check
<b>Receipt Message</b>	Happy Birthday! Please take this voucher to the Box Office to redeem your gift!
<b>Screen Message</b>	Happy Birthday!

The system prints a receipt with the **Receipt Message**.

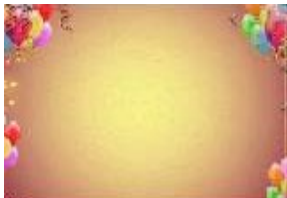




## Prize 1: Prize—Prize Type Info

<b>Prize Type</b>	Prizes, Coupons and Vouchers
<b>\$ Value of Prize</b>	70.00
<b>Redemption Code or Amount</b>	Varies
<b>Mark Redeemed on Win</b>	Varies
<b>Limit per Customer</b>	2
<b>Max Time to Claim Prize</b>	None
<b>Cost</b>	50.00
<b>Query on Win</b>	N/A

**Prize 1: Prize—Upload Prize Screen**

Upload Image	Thumbnail
Upload the prize.swf file for the Birthday promotion.	

**Assets Page**

<b>Main</b>	Upload the main.swf file for the Birthday promotion	
<b>Promotion Not Available</b>	Use Default	
<b>Already Participated</b>	Use Default	
<b>No Qualification</b>	Use Default	
<b>Out of Prizes</b>	Use Default	

## Senior Wednesday Promotion

- The promotion is valid for every Wednesday in the month of May.
- The promotion is valid on all kiosks.
- The promotion is open to all patrons who are at least 65 years old.
- The promotion does not have any qualifications set.
- Prize 1: 2x point multiplier on the days of the promotion.
- The promotion has a point limit of 1000 points.

### General Information—Name & Description

Promotion Name	Description	Priority	Inactive	Archived	Post to Calendar	Calendar Description
May Senior Wednesdays	May Senior Wednesdays point multiplier.	0	Do not check	Do not check	Check	May Senior Wednesdays

Posting to the calendar displays the **Calendar Description** on the kiosk.

### General Information—Dates & Times


Start Date 1	Start Time	End Date 1	End Time	Start Time Daily	End Time Daily	Promotion Tile
05/01/2021	12:00 AM	05/01/2021	11:59 PM	12:00 AM	11:59 PM	Do not check
05/08/2021	12:00 AM	05/08/2021	11:59 PM	12:00 AM	11:59 PM	Do not check
05/15/2021	12:00 AM	05/15/2021	11:59 PM	12:00 AM	11:59 PM	Do not check
05/22/2021	12:00 AM	05/22/2021	11:59 PM	12:00 AM	11:59 PM	Do not check
05/29/2021	12:00 AM	05/29/2021	11:59 PM	12:00 AM	11:59 PM	Do not check

### General Information—Kiosk Restrictions

Active Kiosk
Select All Kiosks

This promotion displays on all kiosks.

**General Information—Promotional List Image**

Upload Image	Thumbnail
Upload the tile.png file for the Senior Day promotion.	

**Enrollment—Enrollment**

Enrollment Restriction	Tier Restrictions
By Demographics	No Selection

**Enrollment—Demographics**

Birthday	Enrollment Date	Enrollment Anniversary	Gender	ZIP Code
Age Between 65 and 999	N/A	Any	All	N/A

This promotion is only available to patrons who are 65 and older.

**Enrollment—Participation**

Condition	Participation Criteria	Promotional Tile
1 Time Per Period	N/A	Do not check

Patrons may participate once every Wednesday.

**Prize 1: Prize—Prize**

<b>Prize Name</b>	Point Multiplier—Senior Wednesdays
<b>Prize Line 1</b>	Varies
<b>Prize Line 2</b>	Varies
<b>Prize Line 3</b>	Varies
<b>Prize Identifier</b>	1
<b>Description</b>	Point Multiplier—Senior Wednesdays
<b>Quantity</b>	1

<b>Enforce Quantity</b>	Do not check
<b>Screen Timeout</b>	5 seconds
<b>Timeout To</b>	Promotion List
<b>Disabled</b>	Do not check
<b>Print Receipt</b>	Do not check
<b>Receipt Message</b>	N/A
<b>Screen Message</b>	Your prize was added to your account!


### Prize 1: Prize—Prize Type Info

<b>Prize Type</b>	Point Multiplier
<b>Multiply Period</b>	Regular Day of Swipe
<b>Multiplier</b>	2
<b>Point Limit</b>	1000
<b>Apply To</b>	All Points Earned
<b>Select Machine Groups</b>	All Machines
<b>Multiply Points</b>	Queued
<b>Query on Win</b>	N/A





### Prize 1: Prize—Upload Prize Screen

<b>Upload Image</b>	<b>Thumbnail</b>
Upload the prize.swf file for the Senior Day promotion.	

### Assets Page

<b>Main</b>	Upload the main.swf file for the Senior Day promotion	
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<b>Promotion Not Available</b>	Use Default	
<b>Already Participated</b>	Use Default	
<b>No Qualification</b>	Use Default	
<b>Out of Prizes</b>	Use Default	

## VIP Cash Cow Tournament

- The promotion is valid for the night of the slot tournament.
- The promotion is valid on one kiosk.
- The promotion is open to all patrons who are invited to the slot tournament.
- The promotion has a qualification of \$50 in Theoretical Win for the two days before the slot tournament.
- Patrons may earn the promotion once if their tier is Platinum or Platinum Elite. Platinum Elite patrons receive one free additional entry.
- Prize 1: Beat the Heat promotion entry for the first 120 patrons to swipe at the kiosk.
- Prize 2: \$10 Free Play as a failover prize.

### General Information—Name & Description

Promotion Name	Description	Priority	Inactive	Archived	Post to Calendar	Calendar Description
VIP Cash Cow Slot	VIP Cash Cow Slot	0	Do not check	Do not check	Do not check	N/A

Tournament Bonus	Tournament Bonus					
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### General Information—Dates & Times

Start Date 1	Start Time	End Date 1	End Time	Start Time Daily	End Time Daily	Promotion Tile
05/01/2021	6:00 PM	05/01/2021	11:59 PM	6:00 PM	11:59 PM	Do not check

### General Information—Kiosk Restrictions

Active Kiosk
Select the kiosk in the tournament area

### General Information—Promotional List Image

Upload Image	Thumbnail
Upload the tile.png file for the Cash Cow promotion.	

### Enrollment—Enrollment

Enrollment Restriction	Group#	Tier Restrictions
By Promotion/Group ID or Import Player IDs	Promotion or Group ID from the Patron Management System for the slot tournament invitees.	No Selection

### Enrollment—Qualification

Qualification 1	Consideration 1	Amount	Promotional Tile
Total Theo Win	Fixed Between 4/29/2021 (12:00 AM) and 4/30/2021 (11:59 PM)	50	Do not check

## Enrollment—Participation

Condition	Participation Criteria	Promotional Tile
1 Time Per Promotion	N/A	Do not check

## Enrollment—Player Override

Player IDs	Radio Button Selection
Enter Platinum Elite patrons participating in the tournament	This player list gets a free participation and the full participations available for all patrons

## Prize 1: Prize—Prize

Prize Name	Beat the Heat Promotion Entry Bonus
Prize Line 1	Varies
Prize Line 2	Varies
Prize Line 3	Varies
Prize Identifier	1
Description	Beat the Heat Promotion Entry Bonus
Quantity	120
Enforce Quantity	Check
Screen Timeout	5 seconds
Timeout To	Promotion List
Disabled	Do not check
Print Receipt	Do not check
Receipt Message	N/A
Screen Message	You have been entered to play Beat the Heat Promotion!

## Prize 1: Prize—Prize Type Info

Prize Type	Promotion Enrollment
Select Promotion	Beat the Heat Earn and Get

### Prize 1: Prize—Upload Prize Screen

Upload Image	Thumbnail
Upload the prize.swf file for the Cash Cow promotion.	

### Prize 2: Prize—Prize

Prize Name	\$10 Free Play
Prize Line 1	\$10
Prize Line 2	Free Play
Prize Line 3	N/A
Prize Identifier	2
Description	\$10.00 Free Play
Quantity	0
Enforce Quantity	Do not check
Screen Timeout	5 seconds
Timeout To	Promotion List
Disabled	Do not check
Print Receipt	Do not check
Receipt Message	N/A
Screen Message	Your prize has been added to your account!

### Prize 1: Prize—Prize Type Info



Prize Type	Slot Free Play
\$ Value of Prize	10.00
Redemption Code or Amount	10
Mark Redeemed on Win	Do not check
Limit Per Customer	N/A
Expires In	N/A

<b>Cost</b>	4.00
<b>Query on Win</b>	N/A

**Prize 1: Prize—Upload Prize Screen**

Upload Image	Thumbnail
Upload the prize.swf file for the Cash Cow promotion.	

**Assets Page**

<b>Main</b>	Upload the main.swf file for the Cash Cow promotion	
<b>Promotion Not Available</b>	Use Default	
<b>Already Participated</b>	Use Default	
<b>No Qualification</b>	Use Default	
<b>Out of Prizes</b>	Use Default	