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## **ENABLING THE LOTTO EXTRA BALL FEATURE**

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**Date:** October 14, 2016

**Distribution:**        X   ITLs        X   Internal        X   External

**Process(es) Addressed:** Enabling the Extra Ball feature on the <game name> game

**Scope:**

This Technical Guide details the steps required to enable the Extra Ball feature on a <game name> game.

**Objective:**

To ensure correct settings so the game operates as designed.

**Required Items/Tools/Parts:**

- Audit key

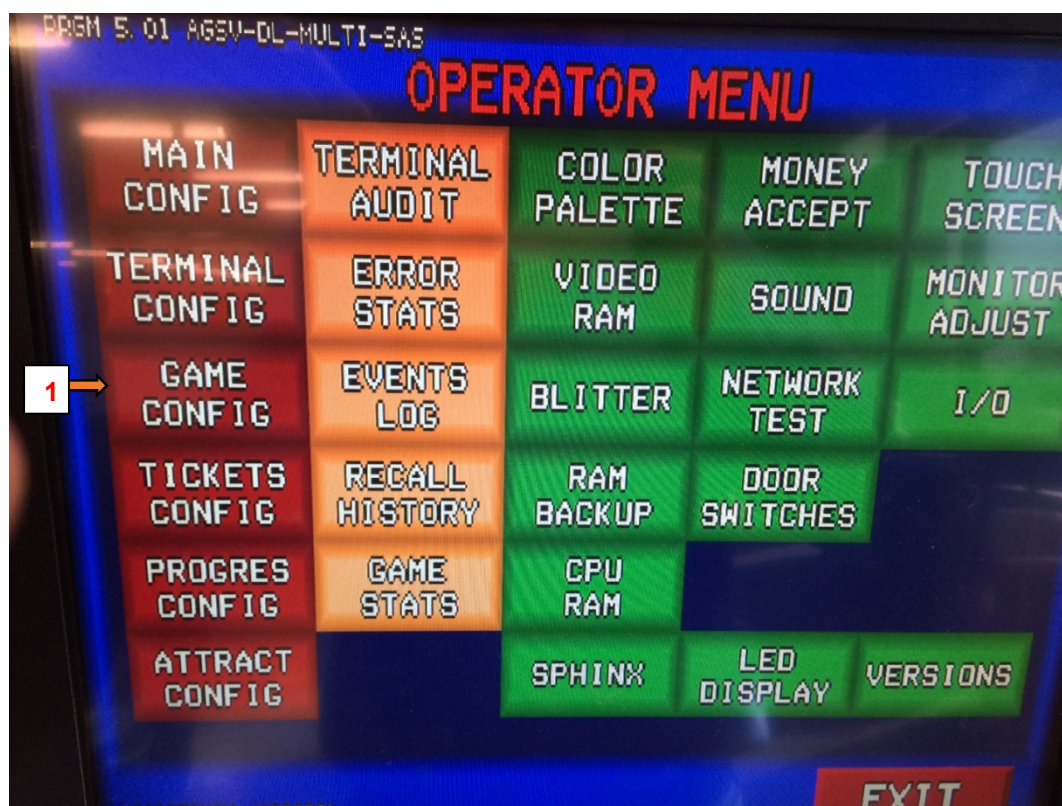
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## STEP-BY-STEP INSTRUCTIONS: ENABLING THE LOTTO EXTRA BALL FEATURE

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### A. Enable the Extra Ball feature by denomination.

1. Use the audit key to access the Operator Menu.



2. Touch the "GAME CONFIG" button (1).

3. Touch the denomination that you want to have the Extra Ball feature enabled.



4. Touch the "EXTRA BALLS" button (2).



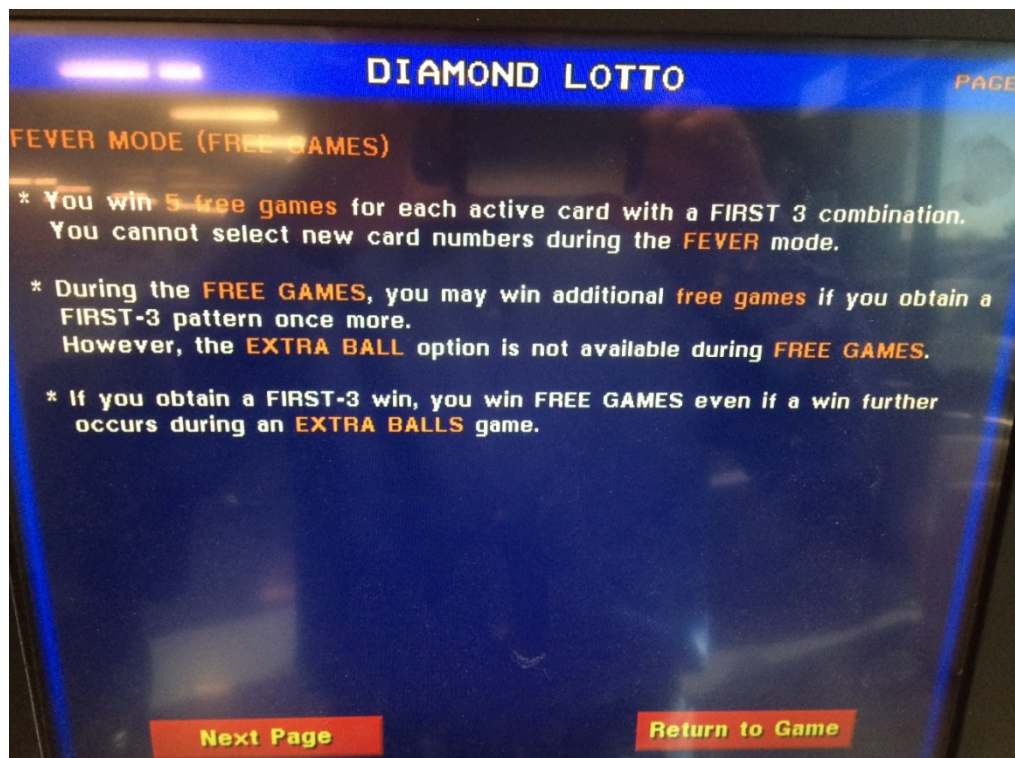
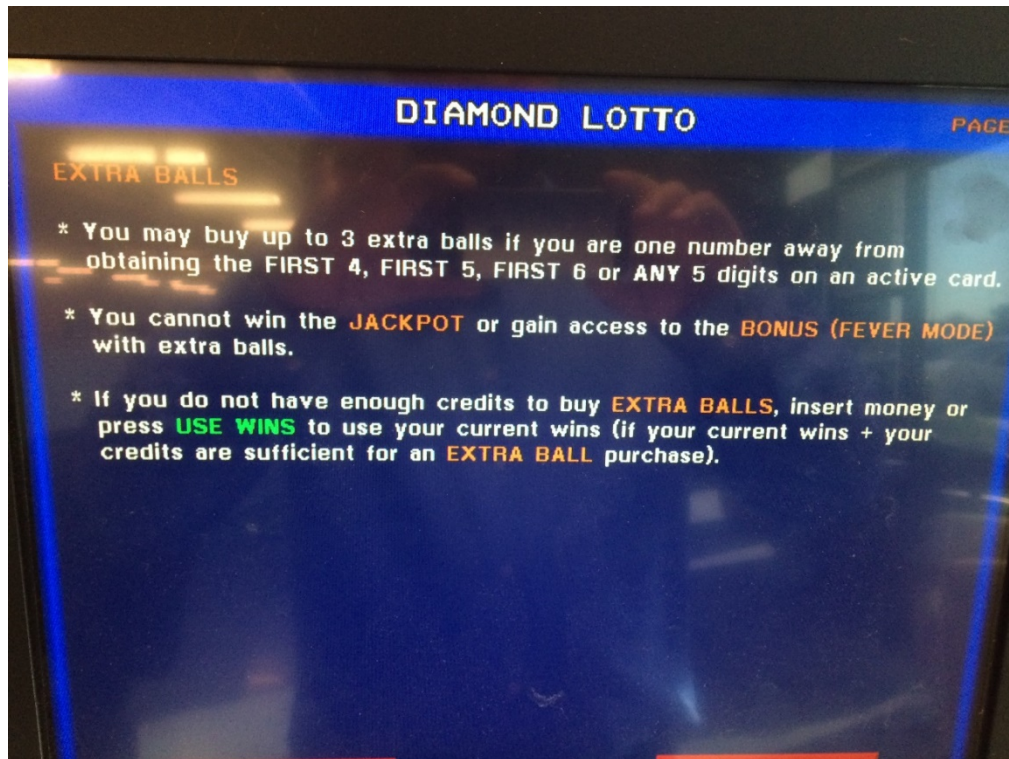




5. Confirm the screen now indicates that "EXTRA BALLS" are "ENABLED" (3).
6. Select "Exit" to return to game play.

**B. Verify the correct help screens now display.**

1. Touch "HELP" at the bottom of the main game screen (left of center).
2. Navigate through the screens to verify that the additional help screens related to the Extra Ball feature now display.





3. Touch “Return to Game” to return to game play.

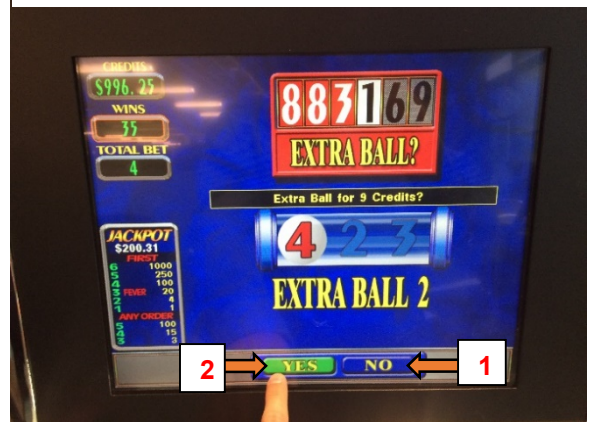
### C. Playing the Extra Ball feature

The Extra Ball feature automatically begins if three of the first four numbers are matched on any card or if any four numbers on a card are matched. If either of these patterns is hit on more than one card, the game plays through the entire Extra Ball sequence for the first card before moving on to the next card.

The following base game cards are used for all examples shown in this section, with different cards/sequences hit in each example:



EXAMPLE 1

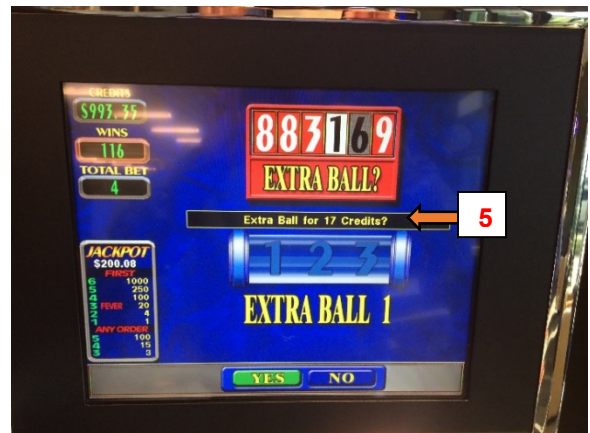


1. When the Extra Ball option appears on the screen, touch “NO” (1) to skip the feature or “YES” (2) to activate the feature and purchase the first extra ball.
2. In Example 1, each extra ball costs 9 credits (3). The first three numbers on the card (883) were hit in the base game, so the player needs a “1” to complete the first four numbers for 100 credits. (The number highlighted with a white background is the one that needs to be matched.) In all, it cost 27 credits for all three balls. The amount on the CREDITS meter decreases (4) each time the player selects “YES” to draw an extra ball.
3. The player can opt to purchase an extra ball or to go back to the base game after each ball is drawn by touching “YES” or “NO,” with a maximum of three extra balls.



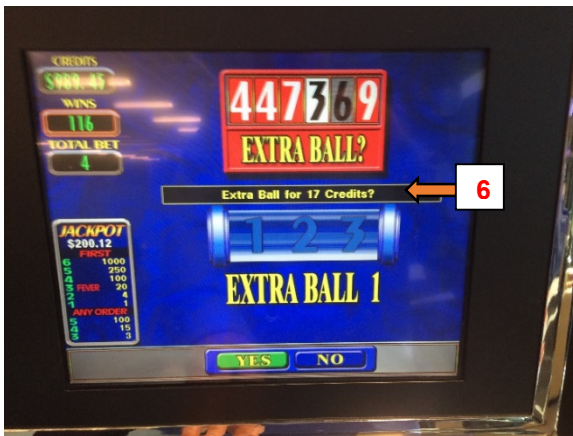
EXAMPLE 2

4. In Example 2, each extra ball costs 17 credits (5). The first three numbers on the card (883) and the last number (9) were hit in the base game, so the player needs a “1” to complete the first four numbers for 100 credits and also win an additional 100-credit prize for five numbers out of order on the card. In all, it cost 51 credits for all three balls. The amount on the CREDITS meter decreases each time the player selects “YES” to draw an extra ball.





5. In Example 3, each extra ball costs 17 credits (6). The first three numbers on the card (447) and the last number (9) were hit in the base game, so the player needs a “3” to complete the first four numbers for 100 credits and also win an additional 100-credit prize for five numbers out of order on the card. The amount on the CREDITS meter decreases each time the player selects “YES” to draw an extra ball.
6. In this case, the player got the “3” on the third draw so they win 100 credits for getting the first four numbers and another 100 credits for getting any five numbers. In all, it cost 51 credits for all three balls with a win of 200 credits or a net gain of 149 credits.

**EXAMPLE 3**



7. In Example 4, the first two extra balls cost 18 credits (7) each. Three of the first four numbers on the card (8 and 3-1) and the last number (9) were hit in the base game, so the player needs an “8” to complete the first four numbers for 100 credits and also win an additional 100-credit prize for five numbers out of order on the card. The amount on the CREDITS meter decreases each time the player selects “YES” to draw an extra ball.
8. In this case, the player got the “8” on the second draw so they win 100 credits for getting the first four numbers and another 100 credits for getting any five numbers. As a result, it cost 18 credits for two balls with a win of 200 credits.
9. The player can then opt to pay an additional 80 credits (8) for a third ball, for the chance to win 1000 credits by matching all six numbers. Even with a loss, the net win in the Extra Ball feature is 84 credits since 200 credits were won on the second draw. The actual net win for the entire game is 82 credits since 120 credits total were bet (4 base game + 18 + 18 + 80) and 203 credits (9) were won (3 base game + 200).

## EXAMPLE 4

