



# Gemini Vending Machine Quick Reference Card

## Quick Success Tips

- Keep ALL bins loaded at ALL times.
- Keep ticket display windows loaded with corresponding ticket inserts.
- Use the Market Standard for most effective ticket placement.
- Keep Playslip holder filled with Draw game playslips and How-To-Plays.
- Use Remote Disable to stop the sale to an underage player.
- Remind players that Gemini does not provide change.
- Respond swiftly to alerts on price display or Customer Display screen that your Gemini needs attention.
- Print and Clear Shift Report when removing cash.
- When service or sales call is expected, Gemini keys should be available and easily located when the Field Service Technician or Lottery Sales Representative arrives.



## Manager Menu and Reports

**Shift Reports** display the total amount of Draw and Instant Games sold prior to when the last shift report was printed & cleared.

- Touching **Print** only prints the report, it does not clear it.
- Touching **Print/Clear** will print one copy of the Shift Report and will reset financials for next shift.
- **Clear this report each time the Cash Box is emptied to reset the amounts.**

**Logging/Security Reports** resolve security & customer issues.

- **Security Log:** Lists the last 200 security events, including main door open/close, BA open/close, and power down details.

- **Event Log:** Displays all events that have occurred since the current shift began. All events except dispensing of tickets.
- **Cash Log:** Lists the last 200 Draw and Instant Sales from the terminal including bills inserted and stacked.
- **Audit Trail:** Shows last 10 detailed transactions on Gemini. A transaction is complete when credits reach zero.

**Inventory Reports:** Provides access to Game Bin Sales, Inventory details, and overall bin Status and Instant Games bin information.

## Quick Reporting Tips: Inside Gemini

**Shift Report** -- Reflects sales since last time this report was obtained & should be pulled EVERY time money is cleared from cash box.

**Cash Log/Audit Trail** -- These transaction reports can assist in following up on customer issues or security concerns.

## Quick Tips: Clearing Jams

**Playslip Reader** -- Lift up on latch and open reader to remove jammed object.

**Bill Acceptor (BA)** -- Push down on chrome latch and pull BA forward, on top of the BA pull up on blue latch to clear the jam.

**Printer** -- Press green latch, remove jammed paper, pull a few inches of paper out and close firmly.

BIN	GAME	COUNT	AMOUNT
01	0000	0	\$0.00
02	0000	0	\$0.00

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## External Features



## Customer Operations

- The **Barcode Reader & Ticket Checker** allows players to perform Draw ticket inquiry. If a winning ticket of up to \$50 is presented, the Customer Display will ask if the player would like to reinvest the winnings as credit on the Gemini. Single transactions allow maximum credits of \$100.
- The customer presses the **Ticket Price/Display Button** to purchase a ticket. If the bin is out of service or empty, the electronic price display will show a series of dashes or “OUT” will appear on the electronic **Price Display**. Button lights will turn off when a game is unavailable.
- Instructions are given to the customer via the **Customer Display**.
- The **Bill Acceptor** accepts and validates the customer’s cash.
- **Lock** protects components inside the main and bill acceptor doors.
- The customer retrieves the purchased ticket from the **Ticket Collection Bin**.

## Internal Features



## Internal Operations

- The **Barcode Scanner** enables the retailer to maximize the benefits of SmartLoad ticket loading software. In addition, it simplifies ticket activation, running machine reports, and bin-loading.
- The **Playslip Reader** allows players to use a playslip to purchase Draw tickets-- *No 50¢ or Wheel Plays on Daily 3 & Daily 4.*
- The **Manager Display** enables you to navigate through menus, which are used when loading tickets and printing reports.
- Mounted within the **Ticket Drawers**, the **Bins** hold and dispense tickets available for purchase. There are four bins in each drawer.
- The **Printer** is used to print Draw tickets and reports.
- The **Storage Area** of the machine is designed to hold non-value items.

## Quick Notes on Loading Tickets

**Step One:** From Managers Display use scanner and scan “LOAD” barcode on the desired bin #.

**NOTE:** If Managers Display shows existing inventory touch “Remove Inventory” to zero out inventory of bin before loading can continue.

**Step Two:** Scan “000” or lowest ticket first, and then scan highest ticket in the pack.

**Step Three:** Touch OK or scan “ENTER” Barcode and place tickets in burster.

**NOTE:** All game information, including status of the pack will Super SmartLoad into the Gemini and Altura upon “Activation Accepted.”

**Step Four:** Check new inventory and touch CONFIRM to complete loading.

## Quick Notes on Unloading Tickets

**Step One:** Scan “UNLOAD” barcode on desired bin # to be unloaded.

**Step Two:** Touch “Remove Inventory” then OK to zero inventory.

## Quick Notes on Reliable Ticket Dispensing

- Re-latch ticket drawer when closing.
- Load tickets 8” and longer (\$10 & \$20 games) under the roller bar in the ticket drawer.
- Load tickets shorter than 8” over roller bar.

Customer Service: 1-800-955-6886 • Press “3” for Retailers, then “1” for Vending Service or “2” for Instant Ticket Orders

