

QuickWiz CheatSheet

Ticket Side How TO

ADD Game:

On ticket Side, Touch **Game, Add Game, Select by Serial #**, Enter Serial #, Touch the game, the game will highlight in Green, Touch **Accept**, Touch Teal Box labeled **Start Weight**, Enter Weight (If using generic weight), Enter (5.000) as start weight, then touch **OK**, then check over ticket info to make sure all other field information is correct, If it is touch **Accept**.

The newly added game will then be ready to sell from behind the **Spinning Purple Star**.

PULL Game:

On Ticket Side, Touch, **Game, Pull Game**, Touch Ticket you want to PULL, Enter Ending Weight (If using generic weight), Enter (1.000) Touch **OK**, Enter Ending Tare (Weight of Empty Bin), If using generic weight, Enter (1.000), Touch **OK**, Touch **Accept**, A pulled game receipt will print, you can staple that to your flare card for your records.

How To Fix A Miss Ring on Tickets:

If you have made a mistake on Selling or Paying Out a Ticket, You will need to make the same mistake, plus Touch **Void**, Then touch **Accept**

Example: Go to the **Spinning Purple Star**, Touch the Ticket you made the mistake with, type in the Dollar Amount, Then Touch **IN or Out**, Then Touch **Void**, Then Touch **Accept**

Sell A Tickets:

Touch the **Spinning Purple Star**, Touch on the Ticket you want to sell, type in the Dollar Amount, Then Touch **IN**, Then Touch **Accept**

Repeat Above Step If you want to sell another ticket

PayOut A Ticket:

Touch the **Spinning Purple Star**, Touch on the Ticket you want to PayOut , type in the Dollar Amount, Then Touch **Out**, Then Touch **Accept**

Repeat Above Step If you want to PayOut another ticket