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REDUCE TICKET OVERHEADS – SAVE THOUSANDS!

The Ticketflex Ticket Saver is specifically designed to do this job quickly and inexpensively. You can set the dip switch for the desired saving. The example below shows what you **NEED TO DO** and what **YOU DON'T NEED TO DO** if you choose to achieve 80% saving on the ticket overheads.

THREE SIMPLE STEPS TO ACHIEVE 80% SAVING

1

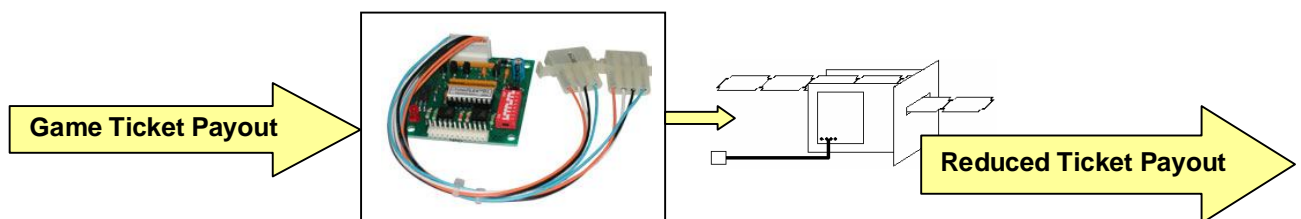
Set the dip switch on the Ticket Saver for Divide by 5.

2

Plug-in the Ticket Saver (Harness for Deltronic 1275 or Entropy dispenser supplied).

3

Get each ticket printed with **POWER TICKET - WORTH 5 TICKETS**



Reduce the number of tickets dispensed without touching the game settings.

WHAT YOU DON'T NEED TO DO

1. **NO NEED** to re-label the machines (the score cards stay the same)
2. **NO NEED** to touch the game settings
3. **NO NEED** to change the ticket value of your prizes

Dividing the ticket payout by factor of 5 in the above example represents 80% saving on the ticket cost. If the game would normally dispense 20 tickets the players will get 4 tickets only but each of them would have the value of 5 tickets (the player receives the same value of 20 tickets as each ticket can be printed with "**POWER TICKET - WORTH 5 TICKETS**").

THE AUTOMATIC ROUND UP

In case that the game would normally dispense 18 tickets instead of 20, the Ticket SAVER will dispense still 4 tickets as the ROUND UP feature will automatically handle this shortfall to compensate the player. The player will always be happy. There are two different settings for the automatic round up feature to suit different styles of ticket redemption games.

COIN TRIGGERED MERCY TICKET

The connection of this input is optional. If desired it can be hooked up to get a Mercy Ticket triggered by coin pulse.

Designed to suit various styles of redemption games and various types of ticket dispensers.