

### Strategy & Adjustments to the Plan-O-Gram Guide April 2 - 29, 2019

Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales.

Add facings/dispensers for new games or replace the slowest selling game in that price point with the new game.

### All new launch games are up for sale; position new games as indicated in the POG

#### 12-Game Plan Enhancements

Return	Replace with NEW GAMES
\$20 \$2,000,000 Jackpot #265	\$20 Millionaire Maker #270
Slowest selling \$10 game	\$10 Super Triple 7's #279
*\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
*\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

<sup>\*</sup>If game is not in set, replace slowest selling game.

### 16-Game Plan Enhancements

Return	Replace with NEW GAMES
\$20 \$2,000,000 Jackpot #265	\$20 Millionaire Maker #270
\$10 Cash #269	\$10 Super Triple 7's #279
*\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
*\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

<sup>\*</sup>If game is not in set, replace slowest selling game.

### **18-Game Plan Enhancements**

Return	Replace with NEW GAMES
\$20 \$2,000,000 Jackpot #265	\$20 Millionaire Maker #270
\$10 Cash #269	\$10 Super Triple 7's #279
*\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
*\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

<sup>\*</sup>If game is not in set, replace slowest selling game.

### 20-Game Plan Enhancements

Return	Replace with NEW GAMES
\$20 Money Money #263	\$20 Millionaire Maker #270
\$10 Golden Ticket II #267	\$10 Super Triple 7's #279
*\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
*\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

### 24-Game Enhancements

Return	Replace with NEW GAMES
\$20 Money Money #263	\$20 Millionaire Maker #270
\$10 Quick Million #259	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

### 28-Game Plan Enhancements

Return	Replace with NEW GAMES
\$20 Classic Black #232	\$20 Millionaire Maker #270
\$10 Casino Millions #235	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

### **30-Game Plan Enhancements**

Return	Replace with NEW GAMES
\$20 Diamond Dazzler #233	\$20 Millionaire Maker #270
\$10 Casino Millions #235	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

### 32-Game Plan Enhancements

Return	Replace with NEW GAMES
\$20 Diamond Dazzler #233	\$20 Millionaire Maker #270
\$10 Casino Millions #235	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

### **36-Game Plan Enhancements**

Return	Replace with NEW GAMES
\$20 Diamond Dazzler #233	\$20 Millionaire Maker #270
\$10 Royal Win #234	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294



## April 2 - 29, 2019 12-Game Lineup

Plan O Gram diagrams are set to reflect what the customer views as they approach the counter or set.

Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District Sales Representative (DSR).





Add dispensers where possible to promote all new launch games and allow for

Return	Replace with NEW GAMES
\$20 \$2,000,000 Jackpot #265	\$20 Millionaire Maker #270
Slowest selling \$10 game	\$10 Super Triple 7's #279
*\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
*\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

<sup>\*</sup>If game is not in set, replace slowest selling game.



## April 2 - 29, 2019 16-Game Lineup

Plan O Gram diagrams are set to reflect what the customer views as they approach the counter or set.

Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District Sales Representative (DSR).





Add dispensers where possible to promote all new launch games and allow for additional

Return	Replace with NEW GAMES
\$20 \$2,000,000 Jackpot #265	\$20 Millionaire Maker #270
\$10 Cash #269	\$10 Super Triple 7's #279
*\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
*\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

<sup>\*</sup>If game is not in set, replace slowest selling game.



## April 2 - 29, 2019 18-Game Lineup

Plan O Gram diagrams are set to reflect what the customer views as they approach the counter or set.



Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District Sales Representative (DSR).



Add dispensers where possible to promote all new launch games and allow for additional price points.

Return	Replace with NEW GAMES
\$20 \$2,000,000 Jackpot #265	\$20 Millionaire Maker #270
\$10 Cash #269	\$10 Super Triple 7's #279
*\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
*\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

<sup>\*</sup>If game is not in set, replace slowest selling game.



# April 2 - 29, 2019 20-Game Lineup

Plan O Gram diagrams are set to reflect what the customer views as they approach the counter or set.

Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District Sales Representative (DSR).





Add dispensers where possible to promote all new launch games and allow for additional price points.

Return	Replace with NEW GAMES
\$20 Money Money Money #263	\$20 Millionaire Maker #270
\$10 Golden Ticket II #267	\$10 Super Triple 7's #279
*\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
*\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294

<sup>\*</sup>If game is not in set, replace slowest selling game.



## April 2 - 29, 2019

## 24-Game ITVM

Plan O Gram diagrams are set to reflect what the customer views as they approach the counter or set.

Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District Sales Representative (DSR).



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Return	Replace with NEW GAMES
\$20 Money Money Money #263	\$20 Millionaire Maker #270
\$10 Quick Million #259	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294





# April 2 - 29, 2019 24-Game Bridge

Plan O Gram diagrams are set to reflect what the customer views as they approach the counter or set.

Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District Sales Representative (DSR).



Add dispensers where possible to promote all new launch games and allow for additional price points.

Return	Replace with NEW GAMES
\$20 Money Money Money #263	\$20 Millionaire Maker #270
\$10 Quick Million #259	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294



### April 2 - 29, 2019 28-Game Gemini Touch Lineup

Please note: Plan-O-Gram diagrams are set to reflect what the customer views as they approach the counter or set.

Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District Sales Representative (DSR).



Add dispensers where possible to double face top-selling games.

Return	Replace with NEW GAMES
\$20 Classic Black #232	\$20 Millionaire Maker #270
\$10 Casino Millions #235	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294



## April 2 - 29, 2019 28-Game Bridge Lineup

Please note: Plan O Gram diagrams are set to reflect what the customer views as they approach the counter or set.



Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District Sales Representative (DSR).



Add dispensers where possible to double face top-selling games.

Return	Replace with NEW GAMES
\$20 Classic Black #232	\$20 Millionaire Maker #270
\$10 Casino Millions #235	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294



# April 2 - 29, 2019

## 30-Game Lineup

Plan-O-Gram diagrams are set to reflect what the customer views as they approach the counter or set.



Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District



Add dispensers where possible to double face top-selling games.

Return	Replace with NEW GAMES
\$20 Diamond Dazzler #233	\$20 Millionaire Maker #270
\$10 Casino Millions #235	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294



April 2 - 29, 2019 32-Game Lineup



Add dispensers when possible to double face top-selling games.

\$20 772	Return	Replace with NEW GAMES
	\$20 Diamond Dazzler #233	\$20 Millionaire Maker #270
If possible, add dispensers to allow both \$20 Cashword & Deluse 7's Playbook to be displayed.	\$10 Casino Millions #235	\$10 Super Triple 7's #279
	\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
	\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294



### April 2 - 29, 2019 32-Game Bridge

Plan O Gram diagrams are set to reflect what the customer views as they approach the counter or set.

Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District Sales Representative (DSR).



Add dispensers where possible to promote all new launch games and allow for additional price

Return	Replace with NEW GAMES
\$20 Diamond Dazzler #233	\$20 Millionaire Maker #270
\$10 Casino Millions #235	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294



# April 2 - 29, 2019

## 36-Game Lineup

Plan-O-Gram diagrams are set to reflect what the customer views as they approach the counter or set.



Note: The Plan-O-Gram is to be used as a guide, game selection should be based on maximizing retailer's sales. Any deviation from the Plan-O-Gram requires the review and approval of your District Sales Representative (DSR).



Add dispensers when possible to double face top-selling games.

Return	Replace with NEW GAMES
\$20 Diamond Dazzler #233	\$20 Millionaire Maker #270
\$10 Royal Win #234	\$10 Super Triple 7's #279
\$5 Double Bonus Cashword #222	\$5 Double Bonus Cashword #296
\$2 Sizzlin' Wild Time #246	\$2 \$30,000 Wild Time #294