# Strategy \& Adjustments to the Plan-O-Gram Guide <br> 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 |
| $* \$ 2$ Sizlin' Wild Time \#246 | $\$ 2 \$ 30,000$ Wild Time \#294 |

*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 |

*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 |

*If game is not in set, replace slowest selling game.

## 20-Game Plan Enhancements

| 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 |

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 |

24-Game Enhancements

| 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

## 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



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

| Return | Replace with NEM 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 |
| $* \$ 2$ Sizdin' Wild Time \#246 | $\$ 2 \$ 30,000$ Wild Time \#294 |

*If game is not in set, replace slowest selling game.
Place games in price point order.

## 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 mavimizing retailer's sales. Any beviation from the Plan-O-Gramrequires the review and approval of your District Sales Representative (DSR).


Add dispensers where possible to promote all new laund 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 Sizzin' Wild Time \#246 | $\$ 2 \$ 30,000$ Wild Time \#294 |

[^0]Place games in price point order.

## 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 laundh games and allow for additional price points.

| Return | Replace with NEM GAMES |
| :---: | :---: |
| $\$ 20 ~ \$ 2,000,000 J a c k p o t ~ \# 265$ | $\$ 20$ Millionaire Maker \#270 |
| $\$ 10$ Cash \#269 | \$10 Super Triple 7's \#279 |
| $* \$ 5$ Double Bonus Cashword \#202 | $\$ 5$ Double Bonus Cashword \#296 |
| $* \$ 2$ Sizlin' Wild Time \#246 | $\$ 2$ \$30,000 Wild Time \#294 |

*If game is not in set, replace slowest selling game.
Place games in price point order.

## April 2-29, 2019 <br> 20-Game Lineup

Plan O Gram ciagrams are set to reflect what the austomer views as they approach the counter or set.
Note: The Plan-O-Gram is to be used as a guide, grme selection should be based on maximizing retailer's sales. Any deviation from the Plan-OGram requires the review and approval of your District Sales Representative (DSR).


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

| Retumn | Replace with NEM 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 |

[^1]Place games in price point order.

## April 2-29, 2019

## 24-Game ПVM

Plan O Gram diagrams are set to reflect what the austomer 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).


| Return | Replace with NEN 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 |

Place games in price point order.

## 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.

 (DSR).


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

| Return | Replace with NEWGAMES |
| :---: | :---: |
| \$20 Money Money Money \#263 | $\$ 20$ Millionaire Maker \#270 |
| \$10 Quick Million \#259 | \$10 Super Triple 7's \#279 |
| \$5 Double Bonus Cashword \#202 | \$5 Double Bonus Cashword \#296 |
| \$2 Sizlin' Wild Time \#246 | $\$ 2$ \$30,000 Wild Time \#294 |

Place games in price point order.

## April 2-29, 2019

## 28-Game Gemini Toudh Lineup

Please note: Plan-O-Gram ciagrams 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.

| Retum | 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 $\# 294$ |

Place games in price point order

## April 2-29, 2019

28-Game Briclge Lineup
Please note: Plan O Gram ciagrams are set to reflect what the customer views as they approach the counter or set.


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

| Retum | 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 $\# 296$ |
| $\$ 2$ Sizdin' Wild Time $\# 246$ | $\$ 2 \$ 30,000$ Wild Time $\# 294$ |

Place games in price point order.

## April 2-29, 2019 <br> 30-Game Lineup

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



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

| Retum | 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 |

Place games in price point order.


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


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 laund 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 Sizlin' Wild Time \#246 | $\$ 2$ \$30,000 Wild Time \#294 |

Place games in price-point order

Plan-O-Gram ciagrams 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 NEN 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 Sizlin' Wild Time \#246 | $\$ 2$ \$30,000 Wild Time \#294 |

Place games in price point order.


[^0]:    *If game is not in set, replace slowest selling game.

[^1]:    *If game is not in set, replace slowest selling game.

