

**Oracle® Retail MICROS Stores2**  
Italy – Fiscal Requirements 2020 - Lottery  
Release 1.39.7

June 2020

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**Note:** The rebranding for the latest version of this documentation set is in development as part of post MICROS acquisition activities. References to former MICROS product names may exist throughout this existing documentation set.

## Introduction

### Fiscal requirement

During the 2019, some new fiscal requirements have been adopted from Italy in order to fight against tax evasion (Registratore telematico, electronic invoice).

In the 2020 a new fiscal requirement will be introduced: the lottery game on fiscal receipts.

In few words, any Italian citizen can ask to the fiscal authority to generate a “personal lottery code” and then they can ask to have that code on the fiscal receipt issued from any taxpayer, from the entrepreneurs to the restaurants.

So there is an expectation to improve the request from the final customer to issue the fiscal receipts, so to improve their chance to win at the receipts lottery game.

It is required to implement Stores2 to manage the request of the lottery code and to print it in the fiscal documents using the Registratore Telematico.

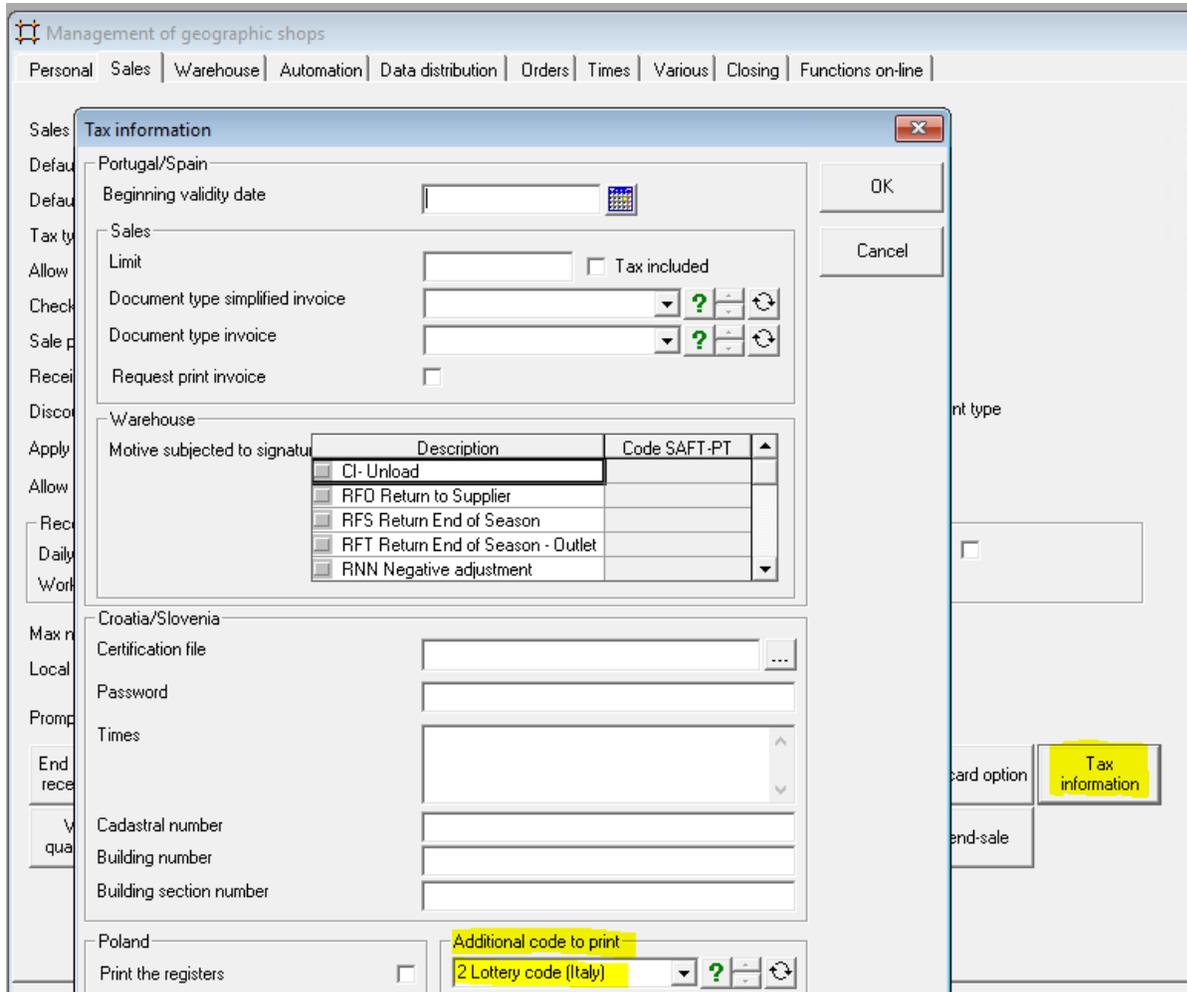
As some details are not still clear, the implementation in Stores2 is done to be flexible, trying to avoid software updates if minor changes to the fiscal requirements will be applied.

## Implementation

### Configuration

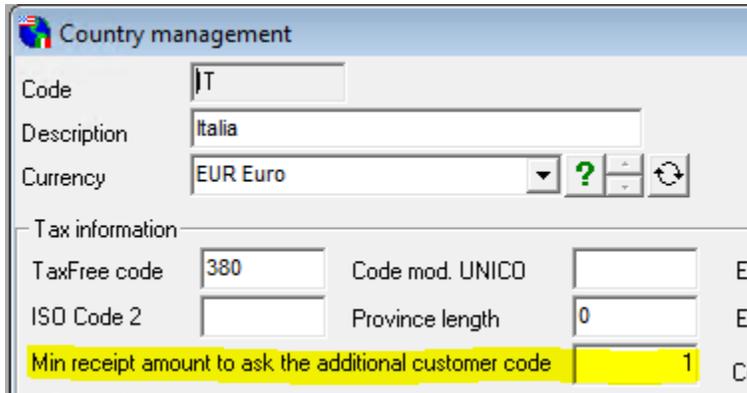
A new configuration can be selected in the store options.

This new configuration will enable a prompt at the end of the receipt creation that will ask the lottery code to the user.



It will be as well possible to define, as country property, an absolute minimum receipt amount required to prompt the request.

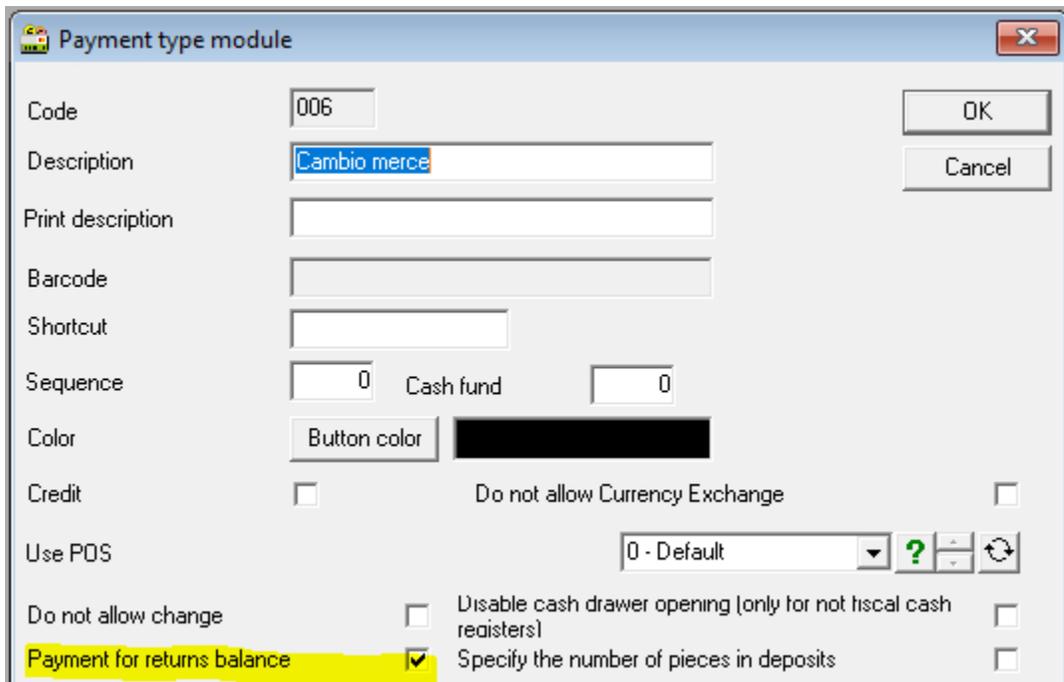
Actually it seems that receipts with a total amount lower than 1 euro shall not be considered from the tax authority, but if this minimum amount will be changed, it will be possible update just the configuration.



The standard behavior of the application configured in Italy starting from the 2019 is to split the sale and return receipts if the transaction contains both sales and returns.

The balance of the returned amount on the sale receipt is by default considered cash payment. Starting with the version 1.39.7 it will be possible to set a property on a payment method in order to use that payment as balance of the returned amount on the sale receipt.

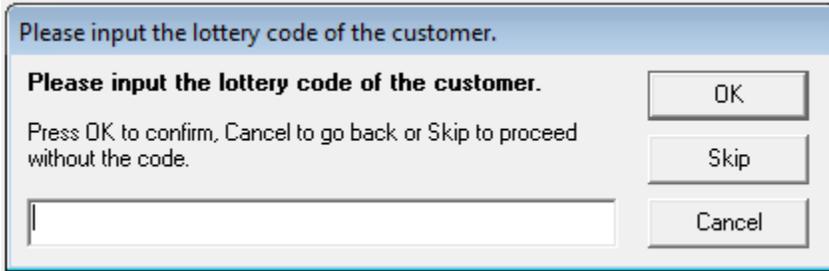
Only one payment method can have this property enabled.



If no payment methods have the property enabled, the cash payment will be used, to respect backward compatibility with the previous version.

## Sale

If the new option is enabled in the store settings, and the absolute value of the receipt is equal or higher than the value set on the new country setting, after the selection of the payment method, the request of the lottery code is prompt to the user:



Please input the lottery code of the customer.

**Please input the lottery code of the customer.**

Press OK to confirm, Cancel to go back or Skip to proceed without the code.

OK

Skip

Cancel

If the user press “Cancel”, the application go back at tendering step.

If the user press “Skip”, the transaction will be closed and the receipt printed without the lottery code.

If the user press OK:

- The lottery code validation is executed:
  - The code must be 8 alphanumeric digits
- If the lottery code is valid, it is associated to the sale transaction; if not the user cannot proceed and has to change the lottery code or to skip the association with the lottery code.

## Return

Actually the returns are not considered from the fiscal authority to reduce the number of the lottery tickets generated.

So, if a sale of 10 euro will generate 20 tickets if payed in cash or 40 if payed with cards (0 for tickets “Non riscosso”) and a return will not be considered, it is possible that someone will try fraudulently to have more lottery tickets just by purchasing and returning the same item, and for sure this kind of operation could create problems at the retailer.

So in Stores2:

- The returns issued using the receipt barcode or the manual research will be automatically assigned to the original lottery code.  
The read-only prompt with the lottery code will be shown to the user that shall confirm.  
So if in the future they will be considered from the authority, no additional changes will be required; anyway if they will not be considered, the information will not create problems.
- The retailer will be able to change the payment type used for the balancing of the returned amount on the sale.  
In the previous version, in case of return of 10 euro and sale of 10 euro in the same transaction, 2 receipts are created and the sale is automatically payed in cash (so it generates lottery tickets).  
Now the retailer can decide to use a different payment type, so in case of something specific will be declared from the fiscal authority for this case (e.g.: use “Non riscosso” payment) the retailer will be able to set it without software updates.

Please consult a business consultant before apply any settings than could have fiscal relevance.

## Fiscal printer

The fiscal printer driver of Stores2 for the Epson RT will be updated in order to print the new information.

## Database

New fields have been added to the database:

- `MovimentiDatiAggiuntivi.IdFiscalCliente`: the information inserted from the user.
- `NodiParametriAggiuntiviSeconda.RichiediCodiceAggiuntivo`: the store setting.
- `Nazioni.ImportoMinimoldFiscalCliente`: the min receipt amount required to ask the lottery code.
- `TipiPagamento.PagamentoCompensazioneReso`: the payment type to be used to balance the returned amount in the sale receipt when sales and returns are split into different fiscal receipts.