

IOWA LOTTERY

**INSTANT TICKET GAME RULES
AND GUIDELINES**

INSTANT TICKET GAME #651

“MIDWEST MILLIONS”

SECTION 1 - PURPOSE OF GUIDELINES

These game specific rules and guidelines are issued pursuant to Iowa Code Section 99G.9(4) and are intended to supplement the Iowa Lottery's administrative rules published in the Iowa Administrative Code-531. The published administrative rules are also applicable to this game.

SECTION 2 - EFFECTIVE DATE

These rules become effective on September 14, 2009 and will remain effective through the announced end of Instant Game Number 651 unless earlier modified or rescinded by the Iowa Lottery Authority CEO.

SECTION 3 - DEFINITIONS

- 3.1 "Ticket" means an Iowa Instant Game Number 651 Ticket.
- 3.2 "Ticket Validation Code Numbers" for Instant Game Number 651 is the unique ten (10) character code printed in the game play area on the front of the ticket underneath the rub off area and overprint.
- 3.3 "Pack" means a pack of fanfolded Instant Game Tickets which are attached to each other by perforations. These fanfolded Tickets are packed in plastic shrink wrapping. In Instant Game Number 651, a "Pack" shall consist of 30 Instant Game Tickets fanfolded bearing a common pack number and having a Ticket number starting at 000 and continuing through 029.
- 3.4 "Pack-Ticket Number" is the 12-digit number of the form 651-100001-000 printed on the back of the ticket and above the barcode in black ink. This number shall also appear on the front of the ticket in the abbreviated form 100001-000. A Universal Product Code (UPC) number shall also be printed on the back of the Ticket.
- 3.5 "Play Symbols" for Instant Game 651 are as follows.

All Play and Prize Symbols will appear under the scratch-off area on the front of the ticket in Symbol Font. All Symbols will be imaged in black.

GAME 1 (MATCH 3 OF 6):

Six (6) of these Prize Symbols will appear in the Game 1 play area:



GAME 2 (KEY NUMBER MATCH):

One of the following Play Symbols will appear in each of the two (2) WINNING NUMBERS positions at the left side of the Game 2 play area:



One of the following Play Symbols will appear in each of the eight (8) YOUR NUMBERS positions at the right side of the Game 2 play area:



One of the following Prize Symbols will appear below each of the eight (8) YOUR NUMBERS positions at the right side of the Game 2 play area:



GAME 3 (SYMBOL MATCH):

Three (3) of the following Play Symbols will appear in each of the three (3) ROWS of the Game 3 play area:



One of the following Prize Symbols will appear in each of the three (3) ROWS of the Game 3 play area:



3.6 **“Legend”** Two (2) legends will be imaged in black, under the rub off area, within the Game 2 play area. “WINNING NUMBERS” will be imaged above the WINNING NUMBERS Play Symbols. “YOUR NUMBERS” will be imaged above the YOUR NUMBERS Play Symbols. One dashed black vertical line will be imaged in the play area to separate the WINNING NUMBERS from the YOUR NUMBERS.

Four (4) legends will be imaged in black, under the rub off area, within the Game 3 play area. “ROW 1”, “ROW 2” and “ROW 3” will be imaged at the left side of the play area. “PRIZE” will be imaged above the Prize Symbols. Two (2) dashed black horizontal lines will be imaged in the play area to separate the ROWS.

3.7 A "Non-Winning Ticket" is defined as an Iowa Instant Game 651 Ticket which is not intended to be a winning Ticket.

SECTION 4 - DETERMINATION OF INSTANT PRIZE WINNERS

4.1 "Game Play Area":

GAME 1 (MATCH 3 OF 6): The play area of the ticket is to be rubbed off to reveal six (6) Prize Symbols. If a player gets three (3) like Prize Symbols, they win that prize amount. If a player gets four (4) like Prize Symbols, they win DOUBLE that prize amount. Players can win once in this play area.

GAME 2 (KEY NUMBER MATCH): The play area of the ticket is to be rubbed off to reveal two (2) WINNING NUMBERS and eight (8) YOUR NUMBERS. One Prize Symbol appears below each of the YOUR NUMBERS. If a player matches either WINNING NUMBER to any of YOUR NUMBERS, they win the prize shown below that number. If they reveal a "\$\$" Symbol, they win \$25 instantly. Players can win up to eight (8) times in this play area.

GAME 3 (SYMBOL MATCH): The play area of the ticket is to be rubbed off to reveal three (3) ROWS. Each ROW includes three (3) Play Symbols and one Prize Symbol. If player gets two (2) like symbols in the same ROW, they win the prize shown for that ROW. If player gets three (3) like symbols in the same ROW, they win DOUBLE the prize shown for that ROW. Players can win once per ROW. Players can win up to three (3) times in this play area.

The Ticket Holder can win up to twelve (12) times on this ticket. The prize amounts are as follows:

\$10 ^{.00}	(ten dollars) or
\$15 ^{.00}	(fifteen dollars) or
\$20 ^{.00}	(twenty dollars) or
\$25 ^{.00}	(twenty-five dollars) or
\$50 ^{.00}	(fifty dollars) or
\$500 ^{.00}	(five-hundred dollars) or
\$5,000 ^{.00}	(five thousand dollars)
\$50,000 ^{.00}	(fifty thousand dollars)

Players can also win the following in a second chance draw for non-winning tickets:

\$10,000 ^{.00}	(Ten thousand dollars)
\$500,000 ^{.00}	(Five hundred thousand dollars)

4.2 No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the Instant Game.

- 4.3 In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 6 of these Rules and the requirements set out on the back of each Instant Game Ticket.
- 4.4 The Validation Number (including any portion thereof) is not a Play Symbol and is not usable as such.

SECTION 5 - NUMBER AND VALUE OF INSTANT PRIZES AND SECOND CHANCE DRAWING PRIZES

There will be approximately 600,000 tickets. The expected number and value of prizes in the game are as follows:

Instant Prize	Approximate number of Prizes in Game	Chances of Winning	Method of Payment
\$10	100,000	1:6	Paid by Retailer
\$15	60,000	1:10	Paid by Retailer
\$20	20,000	1:30	Paid by Retailer
\$25	20,000	1:30	Paid by Retailer
\$50	10,800	1:55.56	Paid by Retailer
\$500	248	1:2,419.35	Paid by Retailer
\$5,000	26	1:23,076.92	Claimed at Lottery
\$50,000	6	1:100,000	Claimed at Lottery

There will be two (2) second chance drawings. The expected number and value of prizes in the game are as follows: Odds of winning depend on the number of entries received.

Prize	Approximate Number in Game
\$10,000	10
\$500,000	2

SECTION 6 - INSTANT TICKET VALIDATION REQUIREMENTS

Besides meeting all of the other requirements in these rules and as printed on the back of each Instant Game Ticket, the following Validation Requirements will apply with regard to the Instant Game Tickets in Iowa Instant Game Number 651.

- 6.1 To be a valid Instant Game Ticket, all of the following requirements must be met:
- A. The Ticket must be complete, and not miscut, and have exactly one Play/Prize Symbol under each of the thirty-six (36) rub-off spots on the front of the Ticket. Exactly one Prize Symbol must appear in each of the six (6) play positions in Game 1. Exactly one Play Symbol must appear in each of the two (2) WINNING NUMBERS positions in Game 2. Exactly one Play Symbol and one Prize Symbol must appear in each of the eight (8) YOUR NUMBERS positions in Game 2. Exactly one legend must appear

above the WINNING NUMBERS and YOUR NUMBERS Play Symbols in Game 2. Exactly one Play Symbol must appear in each of the nine (9) play positions in Game 3. Exactly one Prize Symbols must appear in each of the three (3) prize positions in Game 3. Exactly one legend must appear to the left of each ROW in Game 3. Exactly one legend must appear above the Prize Symbols in Game 3. The ticket must also have exactly one Pack-Ticket Number and exactly one Validation Number printed on the front of the ticket, and exactly one barcode on the back of the ticket with the game number and pack and ticket number appearing above the barcode.

- B. Each of the Play Symbols must be present in its entirety and be fully legible.
- C. Each of the Play Symbols must be printed in black ink.
- D. The Ticket shall be intact.
- E. The Pack-Ticket Number and Ticket Validation Number must be present in their entirety and be fully legible. The Ticket Validation Number shall correspond, using the Lottery's codes, to the Play Symbols on the Ticket.
- F. The Ticket must not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner.
- G. The Ticket must not be counterfeit in whole or in part.
- H. The Ticket Validation Number and the Pack-Ticket Number shall be printed in black ink.
- I. The Ticket must have been issued in an authorized manner.
- J. The Ticket must not be stolen or returned nor appear on any list of omitted Tickets on file at the Lottery.
- K. The Play Symbols, Ticket Validation Number and Pack-Ticket Number must be right side up and not reversed in any manner.
- L. The Validation Numbers of an apparent winning Ticket shall appear on the Lottery's official list of Validation Numbers of winning Tickets; and a Ticket with that Validation Number shall not have been paid previously.
- M. The Ticket must not be blank or partially blank, misregistered, defective, or printed or produced in error.
- N. Each of the Play Symbols must be exactly as described in paragraph 3.5 and 3.6.
- O. Each of the Play Symbols on the Ticket must be printed in the Symbol Font and must correspond precisely to the artwork on file at the Lottery; each of the legends must correspond precisely to the artwork on file at the Lottery; the Pack-Ticket number must correspond precisely to the artwork on file at the Lottery; and the Ticket Validation Numbers must be printed in the Validation Font and must correspond precisely to the artwork on file at the Lottery.
- P. The display printing must be regular in every respect and correspond precisely with the artwork on file at the Lottery.

Q. The Ticket must pass all additional validation tests provided for in the Rules of the Iowa Lottery and confidential validation tests of the Lottery.

6.2 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The CEO may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. If a defective Ticket is purchased, the only responsibility or liability of the CEO shall be the replacement of the defective Ticket with an unplayed Ticket from the same game or any other game, or a refund of the sale price of the ticket.

SECTION 7 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY

7.1 All game prizes must be claimed within 90 days of the announced end of the game. Any prize not claimed within the period specified herein and in the manner specified on the back of each Ticket shall be forfeited. In the event the last day to claim a prize falls on a Saturday, a Sunday, a legal holiday or any other day appointed or recommended by the Governor of Iowa or the President of the United States as a day of fasting or thanksgiving, the time to claim shall be extended to the close of business on the next day thereafter when Lottery offices are open for business.

7.2 An instant game Ticket is a bearer instrument until signed on the back by the owner.

7.3 The Lottery shall not be responsible for lost or stolen Tickets.

7.4 The Lottery shall not be responsible for Tickets lost in the mail, mailed to an incorrect address or mailed to an address other than the addresses specified by the Lottery to receive prize claims.

7.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.

SECTION 8 - DRAWING

The Midwest Millions Game #651 and Promotion is a joint scratch ticket game between the Iowa Lottery Authority and the Kansas Lottery with a joint second-chance entry promotion. The Midwest Millions ticket is a 4" x 8" self-mailer scratch ticket.

Players may enter any nonwinning "Midwest Millions" ticket that was legally acquired in Iowa in a preliminary promotional drawing by either mailing the ticket or by dropping the ticket off at any one of the five Iowa Lottery offices. Each state will hold two preliminary drawings and two final drawings – one in Kansas and one in Iowa. All nonwinning entry tickets will be discarded after the first drawing on January 15, 2010. Prior to each preliminary drawing, the total number of "Midwest Millions" instant tickets sold by the Kansas lottery shall be compared to the total number of "Midwest Millions" instant tickets sold by the Iowa Lottery. Each lottery shall then be allocated a number of entries to be included in the respective final drawing that is equal to the lottery's proportionate share of the grand total number of tickets sold by both lotteries. Inclusive of entries from both lotteries, a total of 200 entries shall be included in each final drawing.

There will be two preliminary drawings and two final drawings. At each of the two final drawings one \$500,000 and five \$10,000 cash prizes will be awarded. Dates for the two preliminary drawings and two final drawings are as follows:

<u>*Entry Deadline</u>	<u># Entries Determined</u>	<u>Preliminary Drawing</u>	<u>Final Drawing</u>
January 8, 2010	January 11, 2010	January 12, 2010	January 15, 2010
April 9, 2010	April 12, 2010	April 13, 2010	April 16, 2010

*The entry deadline time is 4 p.m. on the entry deadline date for all Iowa Lottery regional offices. Mailed entries must be received on the entry deadline date with the correct postage at the P.O. Box.

Preliminary Drawings

All entries received by the deadline for a preliminary promotional drawing will be presented by lottery security to the person designated by the CEO or acting CEO to perform the drawing. The number of entries to be drawn in each preliminary drawing will be determined by settled pack figures. All entries drawn will be numbered in the order drawn and then a sufficient number of alternate entries will be drawn and numbered in sequential order. The entries drawn will each be checked to see that they are a valid Iowa Midwest Millions (Game 651) ticket, that they are not stolen tickets or returned tickets; and that the tickets are either nonwinning or have not been previously claimed as a winner. Each valid entry so drawn shall be eligible for the respective final drawing. An Iowa Lottery security person will take possession of the qualified Iowa preliminary entries and will store them in security's locked storage. An Iowa Lottery security person will transport them to the final drawings as listed in these rules.

Final Drawings

The Kansas Lottery will hold the first final drawing in Kansas on January 15, 2010.

The Iowa Lottery Authority will hold the second final drawing in Iowa on April 16, 2010.

At the final drawings, Lottery security will present the drum and all valid preliminary entries from the Kansas and Iowa lotteries. In final drawings, entry tickets will be placed in plain white, business-sized envelopes with security screening on the inside. Entries from Kansas and Iowa will be placed randomly into the drawing drum. The drum will be rotated at least 10 times, or the contents mixed thoroughly, as may be applicable. The designated individual shall then, using the bare-arm technique, while looking away, remove one entry from the receptacle. The person whose name appears on the entry shall be the winner of the grand prize as identified in these rules, subject to validation. After one entry has been selected, a total of five additional valid entries shall be drawn, one at a time, and marked in numerical sequence in the order drawn. Each person whose name appears on a valid entry so drawn shall be the winner of a secondary prize of \$10,000. At least five more entries will be drawn, one at a time, to serve as alternate entries. The alternate entries will be used only if one or more of the original winners cannot be

located or are declared ineligible, or fail to present a fully executed claim form as required. The alternates will be used, if necessary, in the order drawn. In the event a grand prize winner is declared ineligible or fails to present a fully executed claim form as required, the first drawn secondary prize winner shall be declared the grand prize winner.

The security official present shall review each entry drawn to determine the validity of the entry into each drawing in accordance with these rules. If it is a valid entry, the draw manager and the security person present shall record the name of the winner. Each winner shall be given or sent a prize claim form to be completed and returned to the lottery within 30 calendar days of the drawing. The Kansas Lottery will process all claims for persons utilizing Kansas Lottery entries and the Iowa Lottery shall process all claims for persons utilizing Iowa Lottery entries.

The drawings will be held in accordance with the schedule posted to the Lottery's Web site (www.ialottery.com) under the heading "Public Drawings." The drawings will be held on the specified date under the supervision of the Lottery Promotions Manager, or a designee, an independent auditor and a lottery security officer. All drawings are videotaped. All drawings of the Iowa Lottery Authority are public events. The holder of the ticket is not required to personally attend the drawing or be present at the time of the drawing to be determined a winner.

Persons interested in attending drawings are invited to receive detailed information by contacting Iowa Lottery Security in Des Moines at 515/725-7900, TTY Relay Iowa: 800/735-2942, by writing Iowa Lottery Security Division, Iowa Lottery Authority, 2323 Grand Avenue, Des Moines, Iowa 50312-5307 or by e-mail directed to: Wmaster@ialottery.com. Persons who attend drawings must show a valid photo ID and be supervised by a member of the Iowa Lottery Security Division during the drawing. A request to attend a drawing must be received by the lottery no later than 24 hours in advance of the drawing.

8.4 Iowa Lottery Authority CEO's Discretion

If the CEO, or the CEO's designee, determines that an otherwise valid entry has been foiled by the intervention of a lottery employee, lottery retailer, or lottery vendor processing error, the CEO may authorize the replacement or reproduction of an eligible entry. Any such entry will be included among the other eligible entries.

SECTION 9.0 – PRICE OF TICKET

The price of an Instant Game #651 ticket is \$10.00.