

IOWA LOTTERY

**INSTANT TICKET GAME RULES
AND GUIDELINES**

INSTANT TICKET GAME #657

“JINGLE BELL CROSSWORD”

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 October 5, 2009 and will remain effective through the announced end of Instant Game Number 657 unless earlier modified or rescinded by the Lottery Authority CEO.

SECTION 3 - DEFINITIONS

- 3.1 "Ticket" means an Iowa Instant Game Number 657 Ticket.
- 3.2 "Ticket Validation Codes" for Instant Game Number 657 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 657, a "Pack" shall consist of 100 Instant Game Tickets fanfolded bearing a common pack number and having a Ticket number starting at 000 and continuing through 099.
- 3.4 "Pack-Ticket Number" is the twelve (12) digit number of the form 657-100001-000 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 "Game Play Area Symbols" for Instant Game 657 are as follows. A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, and Z. Twenty (20) of these Play Symbols appear under the YOUR LETTERS and BONUS rub-off area on the front of the Ticket in Symbol Font. There is one play symbol under each of the Twenty (20) "YOUR LETTERS" and "BONUS" rub-off spots. There are one hundred and twenty one (121) Jingle Bell Crossword Puzzle Grid Play Spots, eleven (11) spaces (high) by eleven (11) spaces (wide). Translucent scratch-off material is laid over the top of the entire Jingle Bell Crossword Puzzle Grid Play spots allowing the imaged symbols to show through.

The Play symbols will be imaged in black.

- 3.6 "Legends": The legends "YOUR LETTERS" and "BONUS" will be imaged above their respective play areas. The vertical and horizontal lines on the Jingle Bell Crossword puzzle grid will be imaged. Imaged around each of the eighteen (18) YOUR LETTERS and two (2) BONUS LETTERS there will be a four-sided box composed of solid lines.

3.7 A "Non-Winning Ticket" is defined as an Iowa Instant Game 657 Ticket which is not intended to be a winning Ticket.

SECTION 4 - DETERMINATION OF INSTANT PRIZE WINNERS

4.1 "Game Play Area": The Your Letters and Bonus Area of the Ticket are to be rubbed off to determine the Your Letters Play Symbols. If a player reveals at least three (3) complete words in the Jingle Bell Crossword puzzle grid, they win the corresponding prize in the prize legend. The ticket holder can win once on this ticket. The prize amounts are as follows:

\$3 ⁰⁰	(three dollars) or
\$5 ⁰⁰	(five dollars) or
\$10 ⁰⁰	(ten dollars) or
\$30 ⁰⁰	(thirty dollars) or
\$100 ⁰⁰	(one hundred dollars) or
\$300 ⁰⁰	(three hundred dollars) or
\$3,000 ⁰⁰	(three thousand dollars) or
\$30,000 ⁰⁰	(thirty 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 Ticket 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

There will be approximately 2,034,900 tickets. The expected number and value of prizes in the game are as follows:

Instant Prize	Approximate Number in Game	Chances of Winning	Method of Payment
\$3 ⁰⁰	345,933	1:5.88	Paid by Retailer
\$5 ⁰⁰	122,094	1:16.67	Paid by Retailer
\$10 ⁰⁰	40,698	1:50.00	Paid by Retailer
\$30 ⁰⁰	20,349	1:100.00	Paid by Retailer
\$100 ⁰⁰	2,397	1:848.94	Paid by Retailer
\$300 ⁰⁰	493	1:4,127.59	Paid by Retailer
\$3,000 ⁰⁰	34	1:59,850.00	Paid at Lottery
\$30,000 ⁰⁰	23	1:88,473.91	Paid at Lottery

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 657.

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 Your Letters Play Symbol appearing under each of the twenty (20) rub-off spots on the front of the Ticket in the YOUR LETTERS and BONUS play areas. Exactly one Play Symbol or one black square must appear in each of the one hundred and twenty one (121) Jingle Bell Crossword Puzzle Grid play spots on the front of the ticket, exactly one legend must appear above the Your Letters play area and exactly one legend must appear above the Bonus play area. 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 by the Lottery in an authorized manner.
 - J. The Ticket must not be stolen 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 Ticket 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. The game play area 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 - PRICE OF TICKET

The price of an Instant Game #657 ticket is \$3.00.