

**IOWA LOTTERY**

**INSTANT TICKET GAME RULES  
AND GUIDELINES**

**INSTANT TICKET GAME #662**

**“HOLLY JOLLY JACKPOT”**

## **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 26, 2009 and will remain effective through the announced end of Instant Game Number 662 unless earlier modified or rescinded by the Iowa Lottery Authority CEO.

## **SECTION 3 - DEFINITIONS**

- 3.1 "Ticket" means an Iowa Instant Game Number 662 Ticket.
- 3.2 "Ticket Validation Codes" for Instant Game Number 662 is the unique ten (10) character code printed on the front of the ticket, underneath the rub-off area.
- 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 662, a "Pack" shall consist of 60 Instant Game Tickets fanfolded bearing a common pack number and having a Ticket number starting at 000 and continuing through 059.
- 3.4 "Pack-Ticket Number" is the 12-digit number of the form 662-100001-000 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 662 are as follows:

### **Game 1**

There will be three (3) Jolly Numbers play spots, twelve (12) Your Numbers play spots, and twelve (12) Prize play spots. Possible JOLLY NUMBERS Play symbols that will be imaged under the scratch off coating are: 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, and 30 with related captions of: ONE, TWO, THR, FOR, FIV, SIX, SEV, EGT, NIN, TEN, ELV, TWL, TRN, FRN, FTN, SXN, SVN, ETN, NTN, TWTY, TWON, TWTO, TWTH, TWFR, TWFRV, TWSX, TWSV, TWET, TWNN, and THRY.

Possible YOUR NUMBERS Play Symbols are: 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30 and "santa" with related Captions of: ONE, TWO, THR, FOR, FIV, SIX, SEV, EGT, NIN, TEN, ELV, TWL, TRN, FRN, FTN, SXN, SVN, ETN, NTN, TWTY, TWON, TWTO, TWTH, TWFR, TWFRV, TWSX, TWSV, TWET, TWNN, THRY and DOUBLE. Possible Prize symbols that will be imaged under the scratch off coating are: \$5, \$10, \$15, \$20, \$50, \$100, \$250, \$1,000,

\$50,000, TRY, and MAYBE with related captions of FIVE, TEN, FIFTEEN, TWENTY, FIFTY, ONE HUN, TWO FTY, ONE THOU, FIFTY THOU, AGAIN and NEXT TIME. The Game Play Area symbols and their related captions will be imaged in black.

## **GAME 2**

There will be two (2) play spots. Possible Play symbols that will be imaged under the scratch off coating are: a drum, candle, candy cane, gingerbread, reindeer, snowman, bell, horn, horse, wreath and tree with related captions of: DRUM, CANDLE CANE, GNRBRD, RNDR, SNWMN, BELL, HORN, HORSE, WREATH and TREE.

## **GAME 3**

One of the following Prize Symbols will appear in Play Area 3: \$5, \$10, \$15, \$20 or \$50 with related captions of FIVE, TEN, FIFTEEN, TWENTY, or FIFTY. If no prize amount is revealed one of the following will appear: TRY or MAYBE with related captions of AGAIN and NEXT TIME.

- 3.6 “Legends”: The legends “JOLLY NUMBERS” and “YOUR NUMBERS” will be imaged above their respective play areas. Dashed lines will be imaged below the JOLLY NUMBERS play symbols and above YOUR NUMBERS.
- 3.7 A "Non-Winning Ticket" is defined as an Iowa Instant Game 662 Ticket which is not intended to be a winning Ticket.

## **SECTION 4 - DETERMINATION OF INSTANT PRIZE WINNERS**

- 4.1 “Game 1 Play Area”: This play area contains three (3) JOLLY NUMBERS and twelve (12) YOUR NUMBERS to be rubbed off to determine matching play symbols. If a player matches any of the YOUR NUMBERS to any of the JOLLY NUMBERS, they win the prize shown for that number. If a player reveals a “Santa” symbol within YOUR NUMBERS area, they automatically win DOUBLE prize shown below that symbol.

“Game 2 Play Area”: This play area consists of two (2) play symbols. Get 2 identical symbols, win \$20.

“Game 3 Play Area”: In this play area the player scratches to instantly reveal a prize amount. If no prize amount revealed, one of two non-winning messages will appear.

The Ticket Holder can win up to fourteen times on this ticket. The prize amounts are as follows:

\$5. <sup>00</sup>	(five dollars) or
\$10. <sup>00</sup>	(ten dollars) or
\$15. <sup>00</sup>	(fifteen dollars) or
\$20. <sup>00</sup>	(twenty dollars) or
\$50. <sup>00</sup>	(fifty dollars) or
\$100. <sup>00</sup>	(one hundred dollars) or
\$250. <sup>00</sup>	(two hundred fifty dollars) or
\$1,000. <sup>00</sup>	(one thousand dollars) or
\$50,000. <sup>00</sup>	(fifty 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 718,200 tickets. The expected number and value of prizes in the game are as follows:

<b>Instant Prize:</b>	<b>Approximate Number in Game:</b>	<b>Chances of Winning:</b>	<b>Method of Payment:</b>
\$5	103,740	1:6.92	Paid at Retailer
\$10	43,890	1:16.36	Paid at Retailer
\$15	27,930	1:25.71	Paid at Retailer
\$20	11,970	1:60.00	Paid at Retailer
\$50	4,500	1:159.60	Paid at Retailer
\$100	660	1:1,088.18	Paid at Retailer
\$250	144	1:4,987.50	Paid at Retailer
\$1,000	60	1:11,970.00	Claimed at Lottery
\$50,000	6	1:119,700.00	Claimed 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 662.

- 6.1 To be a valid Instant Game Ticket, all of the following requirements must be met:

- A. Ticket must be complete, and not miscut and in the key number match play area exactly three (3) Jolly Numbers and twelve (12) Your Numbers rub off spots will appear on the front of the ticket. In the game 2 play area, there will be two (2) symbols to be rubbed off, and in game 3 play area, there will be one symbol to rub off. 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 #662 ticket is \$5.00.