

IOWA LOTTERY AUTHORITY

**INSTANT GAME RULES
AND GUIDELINES**

INSTANT GAME #668

“Sherlock Holmes”

VERSION I

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 November 16, 2009, and will remain effective through the announced end of Instant Game Number 668 unless earlier modified or rescinded by the Iowa Lottery Authority CEO.

SECTION 3 - DEFINITIONS

- 3.1 "Ticket" means an Iowa Instant Game Number 668 Ticket.
- 3.2 "Ticket Validation Code" for Instant Game Number 668 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 668, a "Pack" shall consist of 150 Instant Game Tickets fanfolded bearing a common pack number and having a Ticket Number starting at 000 and continuing through 149.
- 3.4 "Pack Ticket Number" is the twelve (12) digit number of the form 668-100001-000 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 668 are as follows: There are ten (10) Your Numbers Play spots. Possible Play Symbols are: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, and "hat" with related Captions of: ONE, TWO, THRE, FOUR, FIVE, SIX, SEVN, EIGT, NINE, TEN, ELVN, TWLV, THTN, FRTN, FFTN, SXTN, SVTN, EGTN, NITN, TWTY, TWON, TWTO, TWTR, TWTF, TWTV, TWSX, TWSV, TWEG, TWNI, THRY, and WIN. There are two (2) Winning Numbers Play spots. Possible Play Symbols are: 1, 2, 3, 4, 5, 6, 7, 8, 9, 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, THRE, FOUR, FIVE, SIX, SEVN, EIGT, NINE, TEN, ELVN, TWLV, THTN, FRTN, FFTN, SXTN, SVTN, EGTN, NITN, TWTY, TWON, TWTO, TWTR, TWTF, TWTV, TWSX, TWSV, TWEG, TWNI, and THRY. There are ten (10) Prize Play spots. Possible Prize symbols are: \$2, \$3, \$5, \$10, \$20, \$30, \$100, \$200, and \$20,000, with related Captions of: TWODOL, THRDOL, FIVDOL, TENDOL, TWENTY, THIRTY, ONEHUN, TWOHUN, and TWYTHO. The Game Play Area Symbols and their related Captions will be imaged in black.

- 3.6 **“Legends”**: There will be two (2) legends imaged in black. The legends WINNING NUMBERS and YOUR NUMBERS will be imaged under the scratch-off coating in their respective play areas. Solid vertical and horizontal lines will separate the play spots.
- 3.7 A **“Non-winning Ticket”** is defined as an Iowa Instant Game 668 Ticket which is not intended to be a winning ticket.

SECTION 4 - DETERMINATION OF INSTANT PRIZE WINNERS

- 4.1 **“Game Play Area”**: “Sherlock Holmes” is an Instant Ticket game which consists of one play area with ten (10) Your Numbers Play spots, two (2) Winning Numbers Play spots, and ten (10) Prize spots. The play area is to be scratched to reveal the imaged symbols. If the player matches any of Your Numbers to either of the Winning Numbers, the player wins the prize amount directly below that matching Your Number. If the player reveals a “hat” symbol, the player instantly wins the prize shown directly below that symbol. Players can win the following prizes:

\$2 ^{.00}	(two dollars) or
\$3 ^{.00}	(three dollars) or
\$5 ^{.00}	(five dollars) or
\$10 ^{.00}	(ten dollars) or
\$20 ^{.00}	(twenty dollars) or
\$30 ^{.00}	(thirty dollars) or
\$100 ^{.00}	(one hundred dollars) or
\$200 ^{.00}	(two hundred dollars) or
\$20,000 ^{.00}	(twenty 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 600,000 Tickets in the game. 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
\$2 ⁰⁰	100,000	1:6.00	Paid by Retailer
\$3 ⁰⁰	36,000	1:16.67	Paid by Retailer
\$5 ⁰⁰	16,000	1:37.50	Paid by Retailer
\$10 ⁰⁰	8,000	1:75.00	Paid by Retailer
\$20 ⁰⁰	4,000	1:150.00	Paid by Retailer
\$30 ⁰⁰	2,000	1:300.00	Paid by Retailer
\$100 ⁰⁰	75	1:8,000.00	Paid by Retailer
\$200 ⁰⁰	50	1:12,000.00	Paid by Retailer
\$20,000 ⁰⁰	5	1:120,000.00	Paid by 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 668.

- 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 ten (10) Your Numbers Play Symbols, two (2) Winning Numbers Play Symbols, ten (10) Prize Symbols and their related Captions appearing under the rub-off in the Game Play area. The Ticket must also have exactly one Pack Ticket Number and exactly one Ticket 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 must 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 shall 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 Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 paragraphs 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 Number must be printed in the Ticket 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 ninety (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 #668 Ticket is \$2.00.