



**INSTANT TICKET GAME RULES
AND GUIDELINES**

INSTANT TICKET GAME #425

FROGGER LEVEL II

SECTION 1 - PURPOSE OF GUIDELINES

These game specific rules and guidelines are issued pursuant to Iowa Code Section 99G.9(4)(2019) and are intended to supplement the Iowa Lottery's administrative rules published in the Iowa Administrative Code-531. In the event of inconsistency, these game specific rules control any contrary administrative code provisions.

SECTION 2 - EFFECTIVE DATE

These rules become effective on March 3, 2019 and will remain effective through the announced end of Instant Game #425 unless earlier modified or rescinded by the Iowa Lottery Authority CEO.

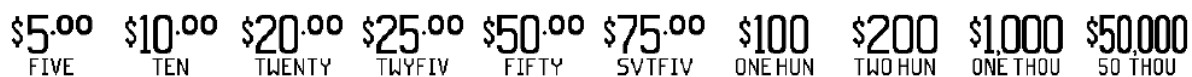
SECTION 3 - DEFINITIONS

- 3.1 "Ticket" means an Iowa Instant Game #425 Ticket.
- 3.2 "Ticket Validation Codes" for Instant Game #425 is the unique 10 character code printed on the front of the ticket below the FROG 1-3 play areas, underneath the game scratch-off coating 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 #425, 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 425-100001-000 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 #425 are as follows: There are one hundred thirty five (135) play spots in the maze play area and four (4) prize spots in the FINISH play area. The Game Play Area Symbols and their related Captions will be imaged in black ink. Possible play symbols are:

MAZE & MATCH 3 PLAY SYMBOLS



FINISH SPOT PRIZE SYMBOLS





- 3.6 “Legends” The legends FROG 1, FROG 2, FROG 3 and FINISH will be imaged in black beside its respective play area. Dotted lines will be imaged in black around the one hundred thirty two (132) maze play spots in the main play area. A dotted line will be imaged in black between the Prize amounts in the FINISH play area. The legend CHECK YOUR TICKET will be imaged in Magenta above the Validation Data Matrix Barcode.
- 3.7 A "Non-Winning Ticket" is defined as an Iowa Instant Game #425 Ticket which is not intended to be a winning Ticket.




SECTION 4 - DETERMINATION OF INSTANT PRIZE WINNERS

4.1 Players can win three (3) ways on this ticket:




HOW TO PLAY:



1. Start at the bottom of the ticket by revealing the beginning arrow under Frog 1.
2. Scratch only the next single square in the direction indicated by the arrow (refer to the LEGEND on the front of the ticket).
3. Continue scratching only the next single square indicated by the previous arrow until you reach the end of that entire path by revealing a  symbol or reaching the Finish play area without revealing a  symbol.
4. Repeat for FROGS 2 and 3.



Once a designated path for FROG 1, FROG 2 and FROG 3 has been revealed:

5. If the path revealed by following the designated arrows contains a  symbol, that path ends there.
6. If the path revealed by following the designated arrows ends in the FINISH play area, win that prize amount.
7. If a path reveals either a  symbol or a  symbol, keep scratching in the direction of the arrow also found within that box. If within all three (3) revealed paths you find three (3) identical symbols, win the prize shown in the LEGEND for that symbol.
8. If a path reveals a prize amount, keep scratching in the direction of the arrow also found within that box. If within all three (3) revealed paths you find three (3) identical prize amounts, win that prize amount.

You can win three (3) ways on this ticket:

- a. If your revealed path reaches the FINISH play area without revealing a  symbol, win that prize amount.
- b. If you uncover three (3) identical  symbols or three (3) identical  symbols across any of the 3 revealed FROG paths (FROGS 1-3), win the prize shown in the LEGEND for that symbol.
- c. If you uncover three (3) identical prize amounts across any of the 3 revealed FROG paths (FROGS 1-3), win that prize amount.

If your designated path reveals a  symbol or a  symbol or a prize amount, keep scratching in the direction of the arrow also found within that box.

If across all three (3) revealed paths, both winning and non-winning, you find: three (3) identical  symbols or three (3) identical  symbols, win prize shown in the LEGEND for that symbol; if you reveal three (3) identical prize amounts, win that amount.

NOTE: The prize amounts revealed in the FINISH play areas cannot be used in combination with any other prize amount.

Players can win up to three (3) times on a ticket. The consolidated prize amounts are as follows:

\$ 5.00	(Five dollars) or
\$ 10.00	(Ten dollars) or
\$ 20.00	(Twenty dollars) or
\$ 25.00	(Twenty-five dollars) or
\$ 50.00	(Fifty dollars) or
\$ 75.00	(Seventy-five dollars) or
\$ 100.00	(One hundred dollars) or
\$ 200.00	(Two hundred dollars) or
\$ 1,000.00	(One thousand dollars) or
\$ 50,000.00	(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 1,249,140 tickets in the game. The expected number and value of prizes in the game are as follows:

Instant Prize	Number of Prizes	Chances of Winning	Method of Payment
\$ 5.00	218,593	1:5.71	Paid by Retailer
\$ 10.00	72,873	1:17.14	Paid by Retailer
\$ 20.00	31,235	1:39.99	Paid by Retailer
\$ 25.00	31,222	1:40.01	Paid by Retailer
\$ 50.00	2,123	1:588.38	Paid by Retailer
\$ 75.00	442	1:2,826.11	Paid by Retailer
\$ 100.00	629	1:1,985.91	Paid by Retailer
\$ 200.00	135	1:9,252.89	Paid by Retailer
\$ 1,000.00	42	1:29,741.43	Paid by Lottery
\$ 50,000.00	10	1:124,914.00	Paid by Lottery

The overall odds are 1:3.50

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 #425.

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 Symbol appearing under each of the one hundred thirty five (135) rub-off spots on the front of the Ticket in the play area. Exactly one Play Symbol must appear in each of the one hundred thirty two (132) Grid play spots, exactly one Play Symbol must appear in each of the three (3) FROG 1-3 play spots and exactly one Play Symbol must appear in each of the four (4) FINISH play spots.

The ticket must also have exactly one Pack-Ticket Number, exactly one Validation Number under the rub-off area, exactly one Inventory Tracking Barcode, exactly one Validation Data Matrix Barcode printed on the front of the ticket. The ticket must also have exactly one I2of5 Barcode with the game number and pack and ticket number appearing above the barcode, UPC barcode and exactly one Inventory Tracking Barcode on the back of the ticket.

- 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 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 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 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. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when claimant is legally required to fill out tax forms in order to claim the prize.
- 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, or tickets not received by the Lottery before the expiration of the claim period set forth in these rules.
- 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 #425 ticket is \$5.00.