



**INSTANT GAME RULES
AND GUIDELINES**

INSTANT GAME #426

JEWEL GAME BOOK

Page 2 White Ice:

Forty-seven (47) of the following Play/Prize Symbols will appear in the Game 1, Game 2, Game 3 and Game 4 play areas. All symbols will be displayed in black. Captions as shown below:

WHITE ICE - PAGE 2 OF 6 - GAME 1 PLAY SYMBOLS

01 02 03 04 06 07 08 09 11 12 13 14 15 16 17 18 19
ONE TWO THR FOR SIX SEV EGT NIN ELV TWL TRN FRN FTN SXN SVN ETN NTN

WHITE ICE - PAGE 2 OF 6 - GAME 1 BONUS SYMBOL



WHITE ICE - PAGE 2 OF 6 - GAME 2 PLAY SYMBOLS



WHITE ICE - PAGE 2 OF 6 - GAME 2 BONUS SYMBOL



WHITE ICE - PAGE 2 OF 6 - GAME 3 PLAY SYMBOLS



WHITE ICE - PAGE 2 OF 6 - GAME 3 BONUS SYMBOL



WHITE ICE - PAGE 2 OF 6 - GAME 4 PRIZE SYMBOLS

\$5.00 \$10.00 \$20.00 \$25.00 \$30.00 \$40.00 \$50.00 \$60.00 \$75.00 \$100 \$200 \$500
FIVE TEN TWENTY TWYFIV THIRTY FORTY FIFTY SIXTY SVTFIV ONE HUN TWO HUN FIV HUN



WHITE ICE - PAGE 2 OF 6 - GAME 1 - 3 PRIZE SYMBOLS

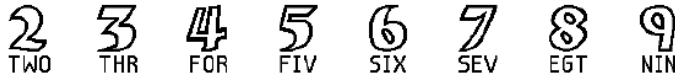
\$5.00 \$10.00 \$20.00 \$25.00 \$30.00 \$40.00 \$50.00 \$60.00 \$75.00 \$100 \$200 \$500
FIVE TEN TWENTY TWYFIV THIRTY FORTY FIFTY SIXTY SVTFIV ONE HUN TWO HUN FIV HUN

\$1,000 \$10,000 \$100,000
ONE THOU 10 THOU 100 THOU

Page 3 Sapphire 7s:

Thirty-nine (39) of the following Play Symbols appear in the Game 1, Game 2 and Game 3 play areas. All symbols will be displayed in black. Captions as shown below:

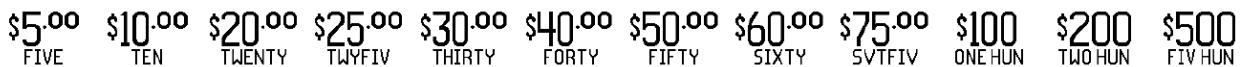
SAPPHIRE 7S - PAGE 3 OF 6 - GAME 1 PLAY SYMBOLS



SAPPHIRE 7S - PAGE 3 OF 6 - GAME 1 PRIZE SYMBOLS



SAPPHIRE 7S - PAGE 3 OF 6 - GAME 2 PRIZE SYMBOLS



SAPPHIRE 7S - PAGE 3 OF 6 - GAME 3 PLAY SYMBOLS



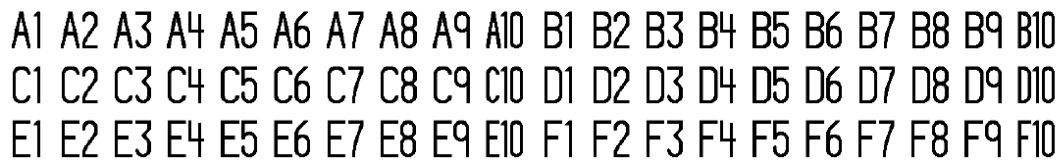
SAPPHIRE 7S - PAGE 3 OF 6 - GAME 3 PRIZE SYMBOLS



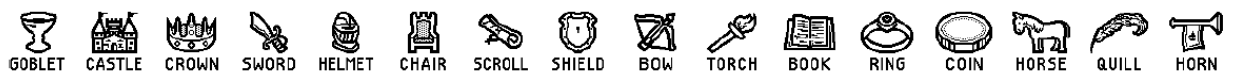
Page 4 Gemstone Riches:

Eighty-seven (87) of the following Play Symbols will appear in the play area. All symbols will be displayed in black. Captions as shown below:

GEMSTONE RICHES - PAGE 4 OF 6 - YOUR COORDINATES PLAY SYMBOLS



GEMSTONE RICHES - PAGE 4 OF 6 - GRID PLAY SYMBOLS



Page 5 Prize Line Bingo:

Seventy-eight (78) of the following Play/Prize Symbols will appear in the Caller's Card and BINGO Line 1 through 10 play areas. All symbols will be displayed in black. Captions as shown below:

PRIZE LINE BINGO - PAGE 5 OF 6 - CALLER'S CARD PLAY SYMBOLS

B	B	B	B	B	B	B	B	B	B	B	B	B	B	B
01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
I	I	I	I	I	I	I	I	I	I	I	I	I	I	I
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
G	G	G	G	G	G	G	G	G	G	G	G	G	G	G
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
O	O	O	O	O	O	O	O	O	O	O	O	O	O	O
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75

PRIZE LINE BINGO - PAGE 5 OF 6 - PLAY SPOTS PLAY SYMBOLS

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
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75

PRIZE LINE BINGO - PAGE 5 OF 6 - PRIZE SYMBOLS

\$5.00	\$10.00	\$20.00	\$25.00	\$30.00	\$40.00	\$50.00	\$60.00	\$75.00	\$100	\$200
FIVE	TEN	TWENTY	TWYFIV	THIRTY	FORTY	FIFTY	SIXTY	SVTFIV	ONE HUN	TWO HUN
\$500	\$1,000	\$10,000	\$100,000							
FIV HUN	ONE THOU	10 THOU	100 THOU							

Page 6 Emerald Riches:

Forty-five (45) of the following Play Symbols will appear in the Row 1 through Row 15 play areas. All symbols will be displayed in black. Captions as shown below:

EMERALD RICHES - PAGE 6 OF 6 - PLAY SYMBOLS

16	17	18	19	21	22	23	24	26	27	28	29	31	32	33	34	35	36
SXN	SVN	ETN	NTN	TWON	TWTD	TWTH	TWFR	TWSX	TWSV	TWET	TWNN	THON	THTD	THTH	THFR	THFV	THSX
37	38	39	41	42	43	44	45	46	47	48	49	51	52	53	54	55	56
THSV	THET	THNN	FRON	FRTO	FRTH	FRFR	FRFV	FRSX	FRSV	FRET	FRNN	FYON	FYTO	FYTH	FYFR	FYFV	FYSX
57	58	59	61	62	63	64	65	66	67	68	69	70	71	72	73	74	2X
FYSV	FYET	FYNN	SXON	SXTO	SXTH	SXFR	SXFV	SXSX	SXSV	SXET	SXNN	SVTY	SVON	SVTO	SVTH	SVFR	WIN2X

EMERALD RICHES - PAGE 6 OF 6 - PRIZE SYMBOLS

\$5 ⁰⁰ FIVE	\$10 ⁰⁰ TEN	\$20 ⁰⁰ TWENTY	\$25 ⁰⁰ TWYFIV	\$30 ⁰⁰ THIRTY	\$40 ⁰⁰ FORTY	\$50 ⁰⁰ FIFTY	\$60 ⁰⁰ SIXTY	\$75 ⁰⁰ SVTFIV	\$100 ONE HUN	\$200 TWO HUN
\$500 FIV HUN	\$1,000 ONE THOU	\$10,000 10 THOU	\$100,000 100 THOU							

3.6 “Legends”

Page 1 – Precious Gems The legends GAME 1 through GAME 9, YOUR NUMBERS, WINNING NUMBERS and PRIZE will be imaged in black above and beside their respective play areas. A dashed black line will be imaged between the WINNING NUMBERS and YOUR NUMBERS play areas and a solid black line will be imaged between each of the GAME rows.

Page 2 – White Ice The legend YOUR NUMBERS and WINNING NUMBER will be imaged in black above its respective play area in Game 1. Your WINNING NUMBER and YOUR NUMBERS will be divided by a dashed line. GAME 2 Play area has legends ROW 1 – ROW 5 and PRIZE, a solid black line will be imaged between each row. In Game 3, a dashed line will be imaged between each of the play/prize symbol play spots.

Page 3 – Sapphire 7s The GAME 1 play area will have the legend PRIZE and dashed lines imaged between each play symbol play spot. The Game 3 play area will have the legends WINNING NUMBER and YOUR NUMBERS imaged in black above their respective play areas and a dashed black line will be imaged between each row of the YOUR NUMBERS play area.

Page 4 – Gemstone Riches The legends A through F and 1 through 10 will be imaged in black in the main play area. The legend YOUR COORIDNATES will be imaged in black above the respective play area. Solid lines will be imaged between each of the symbols in the YOUR COORDINATES play area and the GRID play area.

Page 5 – Prize Line Bingo The legends CALLER’S CARD, LINE 1 through LINE 10 and PRIZE will be imaged beside their respective play areas. A solid black line will be imaged horizontally between each of the LINE 1 through LINE 10 PRIZE play area and around each of the CALLER’S CARD symbols.


Page 6 – Emerald Riches The legends ROW 1 through ROW 15, PRIZE, YOUR NUMBERS and WINNING NUMBERS will be imaged in black above and beside its respective play areas. A solid black line will be imaged horizontally between each of the ROW 1 through ROW 15. 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 #426 Ticket which is not intended to be a winning Ticket.


SECTION 4 - DETERMINATION OF INSTANT PRIZE WINNERS




4.1 The scratch off material is to be rubbed off on all play areas on all games to reveal the Play/Prize Symbols for each game.

Page 1 – Precious Gems



Match ALL the YOUR NUMBERS in the same GAME (row across) to the WINNING NUMBERS, win the PRIZE for that GAME. Reveal a  “WIN5X” symbol in any GAME (row across), win 5 times the PRIZE for that GAME. Each GAME plays separately.

Page 2 – White Ice

- **BONUS:** Reveal a  “WIN” symbol in any of GAME 1 - GAME 3 on this page, win prize shown.
- **GAME 1:** Match any of YOUR NUMBERS to the WINNING NUMBER, win prize shown below that number.

- **GAME 2:** Reveal 3  "NYBAG" symbols in the same ROW, win prize shown. Each game plays separately.
- **GAME 3:** Scratch the entire play area. Reveal a  "WIN" symbol, win prize shown below that symbol.
- **GAME 4:** Scratch the entire play area. Reveal 3 IDENTICAL prize amounts, win that amount.
 Reveal 2 IDENTICAL amounts and a  "WINDBL" symbol, win double that amount.

Page 3 – Sapphire 7S

- **GAME 1:** Reveal three  "7SEV" symbols in the same row, same column or diagonal line, win the PRIZE shown.
- **GAME 2:** Reveal 2 identical PRIZE amounts, win that PRIZE amount.
- **GAME 3:** Match any of YOUR NUMBERS to any of the WINNING NUMBERS, win PRIZE shown. Reveal a  "10XWIN" symbol, win 10 TIMES that PRIZE.


Page 4 – Gemstone Riches

1. Reveal the 27 YOUR COORDINATES shown at the top of the game to uncover your designated grid locations (letter-number combinations).
2. Reveal ONLY those designated grid locations on the GRID using your 27 coordinates.
3. Continue until all of YOUR COORDINATES and the designated grid locations on the GRID have been uncovered.
4. If YOUR COORDINATES reveal 3 identical symbols and the grid squares are consecutive (connected) in a straight horizontal line or consecutive (connected) in a straight vertical line, win corresponding prize shown in the PRIZE KEY for that symbol.

Page 5 – Prize Line Bingo

Scratch the Caller's Card. Scratch the numbers on LINE 1 through LINE 10 that match the numbers on the Caller's Card. If on any one of Lines 1 through 10 you match a complete horizontal line, win prize shown for that line. Complete a horizontal line with a RED LINE running through it and TRIPLE your prize.

Page 6 – Emerald Riches

If YOUR NUMBER matches the WINNING NUMBER in the same ROW across, win the PRIZE for that ROW. Reveal a  "2XWIN" symbol, win DOUBLE the PRIZE for that ROW. Each game ROW plays separately.

The Ticket Holder can win up to fourteen (14) times on this ticket. The consolidated prize amounts are as follows:

\$ 20.00	(Twenty dollars) or
\$ 25.00	(Twenty-five dollars) or
\$ 30.00	(Thirty dollars) or
\$ 40.00	(Forty dollars) or
\$ 50.00	(Fifty dollars) or
\$ 60.00	(Sixty dollars) or

\$ 75.00	(Seventy-five dollars) or
\$ 100.00	(One hundred dollars) or
\$ 200.00	(Two hundred dollars) or
\$ 500.00	(Five hundred dollars) or
\$ 1,000.00	(One thousand dollars) or
\$ 10,000.00	(Ten thousand dollars) or
\$ 100,000.00	(One 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 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 1,259,790 tickets. The expected number and value of prizes in the game are as follows:

Instant Prize	Number of Prizes	Chances of Winning	Method of Payment
\$ 20.00	188,896	1:6.67	Paid by Retailer
\$ 25.00	84,126	1:14.98	Paid by Retailer
\$ 30.00	83,921	1:15.01	Paid by Retailer
\$ 40.00	62,987	1:20.00	Paid by Retailer
\$ 50.00	41,887	1:30.08	Paid by Retailer
\$ 60.00	20,910	1:60.25	Paid by Retailer
\$ 75.00	10,510	1:119.87	Paid by Retailer
\$ 100.00	4,213	1:299.02	Paid by Retailer
\$ 200.00	1,781	1:707.35	Paid by Retailer
\$ 500.00	1,150	1:1,095.47	Paid by Retailer
\$ 1,000.00	468	1:2,691.86	Paid by Lottery
\$ 10,000.00	10	1:125,979.00	Paid by Lottery
\$ 100,000.00	10	1:125,979.00	Paid by Lottery

The overall odds are 1:2.52

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 #426.

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 as stated on every page of the entire game book, the ticket is void if any of the pages are separated from the book.**

Page 1 – Precious Gems must have exactly forty-four (44) YOUR NUMBERS play symbols and their related captions, seven (7) WINNING NUMBERS play symbols and their related captions and nine (9) prize amounts and their related captions appearing under the scratch-off play spots.

Page 2 – White Ice must have exactly twenty-six (26) play symbols and their related captions and twenty-one (21) prize amounts and their related captions appearing under the scratch-off play spots.

Page 3 – Sapphire 7s must have exactly thirty-four (34) play symbols and their related captions and twenty-five (25) prize amounts with their related captions appearing under the scratch-off play spots.

Page 4 – Gemstone Riches must have exactly eighty-seven (87) play symbols and their related captions appearing under the scratch-off play spots.

Page 5 – Prize Line Bingo must have exactly sixty-eight (68) play symbols and their related captions and ten (10) prize amounts with their related captions appearing under the scratch-off play spots.

Page 6 –Emerald Riches must have exactly thirty (30) play symbols and their related captions and fifteen (15) prize amounts with their related captions appearing under the scratch-off play spots.

Front Cover: Game-Pack-Ticket Number

Back Cover: Game-Pack-Ticket Number at top and bottom, UPC Barcode, I2of5 Barcode

Page 4 and Back Cover: Inventory Control Barcode

All Pages: Pack-Ticket Number

Page 6: 10 digit validation number printed at top of Emerald Riches play area, 2D validation barcode with legend Check Your Ticket in bottom corner.

- 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. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these rules, including but not limited to the limitation of the remedy for an invalid or defective 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. All mailed prize claims must be sent to the official mailing address available at ialottery.com, and received by the Lottery prior to the expiration of the claim period set forth above. 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 #426 ticket is \$20.00.