



**INSTANT GAME RULES  
AND GUIDELINES**

**INSTANT GAME #525**

**WILD NUMBERS 5X**

### SECTION 1 - PURPOSE OF GUIDELINES

These game specific rules and guidelines are issued pursuant to Iowa Code Section 99G.9 (4) (2021) and are intended to supplement the Iowa Lottery's administrative rules published in the Iowa Administrative Code chapter 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on April 5, 2021 and will remain effective through the announced end of Instant Game #525 unless earlier modified or rescinded by the Iowa Lottery Authority CEO.

### SECTION 3 - DEFINITIONS

- 3.1 "Ticket" means an Iowa Instant Game #525 Ticket.
- 3.2 "Ticket Validation Codes" for Instant Game #525 is the unique 10 character code printed on the front of the ticket on the right side of the play area in a vertical position, 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 #525, a "Pack" shall consist of 300 Instant Game Tickets fanfolded bearing a common pack number and having a Ticket number starting at 000 and continuing through 299.
- 3.4 "Pack-Ticket Number" is the 12-digit number of the form 525-100001-000 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 #525 are as follows: Six (6) of the following Play Symbols will appear under the rub-off area on the front of the ticket in Symbol Font. There is one Play Symbol under each of the five (5) YOUR NUMBERS play spots and one play symbol under the one (1) WINNING NUMBER.

#### PLAY SYMBOLS

04 FOR	06 SIX	07 SEV	08 EGT	09 NIN	11 ELV	12 TWL	13 TRN	14 FRN	15 FTN	16 SXN	17 SVN	18 ETN	19 NTN	21 TWON	22 TWTO	23 TWTH
24 TWFR	25 TWV	26 TWSX	27 TWSV	28 TWET	29 TWNN	30 THRY	31 THON	32 THTO	33 THTH	34 THFR	35 THFV	36 THSX	37 THSV	38 THET	39 THNN	40 FRTY
41 FRON	42 FRTO	43 FRTH	44 FRFR	45 FRFV	46 FRSX	47 FRSV	48 FRET	49 FRNN								

Five (5) of the following Prize Symbols will appear in the Play Area. There is one Prize Symbol under each of the five (5) YOUR NUMBERS play spot.

#### PRIZE SYMBOLS


\$1.00	\$2.00	\$3.00	\$5.00	\$10.00	\$20.00	\$50.00	\$100	\$5000
ONE	TWO	THREE	FIVE	TEN	TWENTY	FIFTY	ONE HUN	FIVTHOU

- 3.6 "Legends" The legends WINNING NUMBER and YOUR NUMBERS will be imaged in black above their respective play areas. Dashed black lines will be imaged between each of the YOUR NUMBERS

play/prize symbols and a solid black box will be imaged around the WINNING NUMBER play spot. 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 #525 Ticket which is not intended to be a winning Ticket.

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

- 4.1 Match any of YOUR NUMBERS to the WINNING NUMBER, win prize shown for that number. Reveal a  symbol, win 5 TIMES the prize shown for that symbol. The Player can win up to five (5) times on this ticket. The consolidated prize amounts are as follows:

\$ 1.00	(One dollar) or
\$ 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
\$ 50.00	(Fifty dollars) or
\$ 100.00	(One hundred dollars) or
\$ 5,000.00	(Five 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 1,464,000 tickets in the game. The expected number and value of prizes in the game are as follows:

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$ 1.00	214,720	1: 6.82	Paid by Retailer
\$ 2.00	60,974	1: 24.01	Paid by Retailer
\$ 3.00	17,054	1: 85.85	Paid by Retailer
\$ 5.00	12,238	1: 119.63	Paid by Retailer
\$ 10.00	9,792	1: 149.51	Paid by Retailer
\$ 20.00	8,521	1: 171.81	Paid by Retailer
\$ 50.00	679	1: 2,156.11	Paid by Retailer
\$ 100.00	364	1: 4,021.98	Paid by Retailer
\$ 5,000.00	12	1: 122,000.00	Paid by Lottery

The overall odds are 1: 4.51.

## **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 #525.

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/Prize Symbol appearing under each of the five (5) YOUR NUMBERS Play Symbol spots, one (1) WINNING NUMBER Play Symbol spots and five (5) Prize Symbols spots will appear on the front of the ticket under the scratch-off material.

Exactly one legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The ticket must also have exactly one Pack-Ticket Number, exactly one Validation Number, 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 Inventory Barcode with the game number and pack and ticket number appearing above the barcode; exactly one Inventory Tracking Barcode; and exactly one UPC number 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.

- 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. 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 #525 ticket is \$1.00.