



**INSTAPLAY GAME RULES  
AND GUIDELINES**

**INSTAPLAY GAME #166**

**BLANK CHECK  
PROGRESSIVE**

## Game Information

<b>Game Number</b>	166
<b>Game Name</b>	BLANK CHECK PROGRESSIVE
<b>Game Type</b>	InstaPlay
<b>Activation Date</b>	11/17/2024
<b>Ticket Price</b>	\$30.00
<b>Starting Ticket</b>	0
<b>Ending Ticket</b>	999
<b>Tickets Per Pack</b>	1000

## Consolidated Prize Amounts

\$30.00	(Thirty dollars) or
\$40.00	(Forty dollars) or
\$50.00	(Fifty dollars) or
\$60.00	(Sixty dollars) or
\$100.00	(One hundred dollars) or
\$200.00	(Two hundred dollars) or
\$300.00	(Three hundred dollars) or
\$500.00	(Five hundred dollars) or
\$1,000.00	(One thousand dollars) or
\$2,000.00	(Two thousand dollars) or
\$5,000.00	(Five thousand dollars) or
\$10,000.00	(Ten thousand dollars) or
\$50,000.00	(Fifty thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 960,000 tickets in the game.

InstaPlay Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$30.00	154,320	1: 6.22	Paid by Retailer
\$40.00	71,760	1: 13.38	Paid by Retailer
\$50.00	45,840	1: 20.94	Paid by Retailer
\$60.00	23,520	1: 40.82	Paid by Retailer
\$100.00	14,400	1: 66.67	Paid by Retailer
\$200.00	9,600	1: 100.00	Paid by Retailer
\$300.00	2,000	1: 480.00	Paid by Retailer
\$500.00	2,820	1: 340.43	Paid by Retailer
\$1,000.00	960	1: 1,000.00	Paid by Lottery
\$2,000.00	240	1: 4,000.00	Paid by Lottery

\$5,000.00	40	1: 24,000.00	Paid by Lottery
\$10,000.00	24	1: 40,000.00	Paid by Lottery
\$50,000.00	16	1: 60,000.00	Paid By Lottery

The overall odds are 1: 2.95

In the event additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

### **SECTION 1 - PURPOSE OF RULES**

These game specific rules are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement the Iowa Lottery's administrative rules published in Iowa Administrative Code Title 531. In the event of inconsistencies, these game specific rules control over any contrary administrative code provisions. In purchasing a play for or otherwise participating in an InstaPlay game, the player agrees to comply with and abide by the Iowa Lottery's statutes, administrative rules, and these game specific rules.

### **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of InstaPlay Game #166 unless earlier modified or rescinded by the Iowa Lottery Administrator.

### **SECTION 3 - DEFINITIONS**

- 3.1 "Ticket" means an Iowa InstaPlay Game #166 Ticket.
- 3.2 "Ticket Validation Code" for InstaPlay Game #166 means the three (3) bar codes found at the bottom of the front of the Ticket.
- 3.3 "Ticket Identification Number" is the twelve (12) digit number of the form 166-100001-000 printed above the Game Play Area.
- 3.4 "Game Play Area Symbols" for InstaPlay Game #166 are as follows:

Check Numbers Play Symbols:

<b>6</b> SIX	<b>7</b> SEVEN	<b>8</b> EIGHT	<b>9</b> NINE	<b>10</b> TEN					
<b>11</b> ELEVN	<b>12</b> TWLV	<b>13</b> THRTN	<b>14</b> FORTN	<b>15</b> FIFTN	<b>16</b> SIXTN	<b>17</b> SVNTN	<b>18</b> EGHTN	<b>19</b> NINTN	<b>20</b> TWENT
<b>21</b> TWYONE	<b>22</b> TWYTWO	<b>23</b> TWYTHR	<b>24</b> TWYFOR	<b>25</b> TWYFIV	<b>26</b> TWYSIX	<b>27</b> TWYSVN	<b>28</b> TWYEGT	<b>29</b> TWYNIN	
<b>31</b> THYONE	<b>32</b> THYTWO	<b>33</b> THYTHR	<b>34</b> THYFOR	<b>35</b> THYFIV	<b>36</b> THYSIX	<b>37</b> THYSVN	<b>38</b> THYEGT	<b>39</b> THYNIN	
<b>41</b> FRYONE	<b>42</b> FRYTWO	<b>43</b> FRYTHR	<b>44</b> FRYFOR	<b>45</b> FRYFIV	<b>46</b> FRYSIX	<b>47</b> FRYSVN	<b>48</b> FRYEGT	<b>49</b> FRYNIN	

Winning Numbers Play Symbols:

<b>6</b> SIX	<b>7</b> SEVEN	<b>8</b> EIGHT	<b>9</b> NINE	<b>10</b> TEN					
<b>11</b> ELEVN	<b>12</b> TWLV	<b>13</b> THRTN	<b>14</b> FORTN	<b>15</b> FIFTN	<b>16</b> SIXTN	<b>17</b> SVNTN	<b>18</b> EGHTN	<b>19</b> NINTN	<b>20</b> TWENT
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Memo Multiplier Play Symbols:

<b>1X</b> NOMULT	<b>2X</b> 2TIMES	<b>3X</b> 3TIMES	<b>4X</b> 4TIMES	<b>5X</b> 5TIMES
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Prize Symbols (1X Multiplier):

<b>\$30.00</b> THIRTY	<b>\$40.00</b> FORTY	<b>\$50.00</b> FIFTY	<b>\$60.00</b> SIXTY	<b>\$100</b> ONEHUN	<b>\$200</b> TWOHUN	
<b>\$300</b> THRHUN	<b>\$500</b> FIVHUN	<b>\$1,000</b> ONETHO	<b>\$2,000</b> TWOTho	<b>\$5,000</b> FIVTHO	<b>\$10,000</b> TENTHO	<b>PROGRESSIVE</b> JACKPOT!

Prize Symbols (2X Multiplier):

<b>\$30.00</b> THIRTY	<b>\$50.00</b> FIFTY	<b>\$60.00</b> SIXTY	<b>\$100</b> ONEHUN	
<b>\$200</b> TWOHUN	<b>\$300</b> THRHUN	<b>\$500</b> FIVHUN	<b>\$5,000</b> FIVTHO	

Prize Symbols (3X Multiplier):

<b>\$40.00</b> FORTY	<b>\$50.00</b> FIFTY	<b>\$100</b> ONEHUN	
<b>\$200</b> TWOHUN	<b>\$300</b> THRHUN		

Prize Symbols (4X Multiplier):

<b>\$40.00</b> FORTY	<b>\$50.00</b> FIFTY	<b>\$60.00</b> SIXTY	
<b>\$100</b> ONEHUN	<b>\$500</b> FIVHUN		

Prize Symbols (5X Multiplier):

<b>\$40.00</b> FORTY	<b>\$50.00</b> FIFTY	<b>\$60.00</b> SIXTY	
<b>\$100</b> ONEHUN	<b>\$200</b> TWOHUN	<b>\$2,000</b> TWOTho	

3.5 “Legends”:  
WINNING NUMBERS, CHECK A, CHECK B, CHECK C, CHECK D, CHECK E and MEMO MULTIPLIER: legend for each CHECK play area.

3.6 A “Non-winning Ticket” is defined as an Iowa InstaPlay Game #166 Ticket which is not intended to be a winning Ticket.

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

4.1 “Game Play”:

If you match a number within CHECK A through CHECK E to any WINNING NUMBER, win prize shown for that matched number. If you win, multiply any prize amount won by the MEMO MULTIPLIER for that exact CHECK. Each CHECK is played separately.

- 4.2 No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the InstaPlay 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 game specific rules, the requirements set out in Iowa Administrative Code Title 531, and the requirements set out in Iowa Code chapter 99G.
- 4.4 Terminal numbers, advertising messages, or any related validation numbers, or any portion thereof, found on the InstaPlay Ticket are not considered Play Symbols and are not usable as such.

#### **SECTION 5 - NUMBER AND VALUE OF INSTAPLAY PRIZES**

- 5.1 The progressive \*JACKPOT amount for this game starts at \$50,000, and increases incrementally through the sale of Tickets for Game #166. The set amount of each Ticket sold that shall be contributed to the \*JACKPOT, will be determined at the discretion of the Lottery. A player who wins a \*JACKPOT prize wins all amounts then-present in the \*JACKPOT pool, as determined by the Lottery in its sole discretion. Once a \*JACKPOT winning Ticket is sold, the progressive \*JACKPOT amount will reset to \$50,000, then increase incrementally as set forth in this provision. The \*JACKPOT amount may vary with each Game #166 Ticket sold. Notwithstanding any other estimated jackpot amounts that may be shown on the ialottery.com website, on LIM monitors, or elsewhere, the \*JACKPOT amount attributable to a Game #166 Ticket is the \*JACKPOT amount featured on that Ticket.

#### **SECTION 6 - INSTAPLAY TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules and as detailed in Iowa Administrative Code Title 531, the following Validation Requirements will apply with regard to the InstaPlay Game Tickets in Iowa InstaPlay Game #166.

- 6.1 To be a valid InstaPlay Game Ticket, all of the following requirements must be met:
  - a. The Ticket must be intact and have exactly eight (8) WINNING NUMBERS, and for each CHECK A, CHECK B, CHECK C, CHECK D and CHECK E play area: five (5) CHECK NUMBER play symbols, five (5) PRIZE symbols and one (1) MEMO MULTIPLIER play symbol. The Ticket front should contain, in their entirety and fully legible, the retailer identification number, the Ticket Identification Number, and the date and time in which the Ticket was generated. The Ticket front should also contain 3 bar codes. The Ticket Identification Number and the three (3) bar codes shall correspond, using the Lottery's codes and information, to the Play Symbols on the Ticket.
  - b. The Ticket must have been issued in an authorized manner as determined by the Lottery.
  - c. The Ticket must not be altered, unreadable, reconstructed or tampered with in any manner.
  - d. The Ticket must not be counterfeit in whole or in part.
  - e. The Ticket must not be stolen, canceled, or appear on any list of omitted or test Tickets on file with the Lottery.

- f. The Ticket must be complete and not blank or partially blank, miscut, misregistered, defective, or printed or produced in error.
- g. The Game Play Area must be exactly as described in paragraphs 3.4 and 3.5. All symbols, numbers and codes must be present in their entirety, legible, right side up, and not reversed in any manner.
- h. The Ticket printing must be regular in every respect and correspond precisely with the corresponding electronic file held by the Lottery.
- i. The information on the Ticket or share must correspond precisely with the Lottery's computer record.
- j. The Ticket must correspond, using a computer validation file, to the winning game play or plays printed on the Ticket or share.
- k. The Ticket must not have been previously paid.
- l. A Ticket or share shall be void unless the Ticket or share is printed on a paper stock roll that was validly issued to and used, at the time of the play, by the retailer from whom the Ticket or share was purchased.
- m. Pass all additional validation requirements stated in the specific game rules and any confidential validation requirements established by the Lottery.

6.2 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 game specific rules, including but not limited to the limitation of the remedy for an invalid or defective Ticket.

## **SECTION 7 - INSTAPLAY TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

- 7.1 All game prizes must be claimed within ninety (90) days of the date of sale of the InstaPlay Ticket. 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 The Lottery shall not be responsible for lost or stolen Tickets.
- 7.3 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 game specific rules.
- 7.4 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.