



**INSTAPLAY GAME RULES  
AND GUIDELINES**

**INSTAPLAY GAME #177**

**IOWA STATE™**

## Game Information

|                  |             |
|------------------|-------------|
| Game Number      | 177         |
| Game Name        | IOWA STATE™ |
| Game Type        | InstaPlay   |
| Activation Date  | 7/26/2026   |
| Ticket Price     | \$5.00      |
| Starting Ticket  | 0           |
| Ending Ticket    | 999         |
| Tickets Per Pack | 1000        |

## Consolidated Prize Amounts

|             |                           |
|-------------|---------------------------|
| \$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  |
| \$500.00    | (Five hundred dollars) or |
| \$1,000.00  | (One thousand dollars) or |
| \$20,000.00 | (Twenty thousand dollars) |

## Expected Number and Value of Prizes

There will be approximately 1,440,000 Tickets in the game.

| InstaPlay Prize | Number of Prizes in Game | Chances of Winning | Method of Payment |
|-----------------|--------------------------|--------------------|-------------------|
| \$5.00          | 142,560                  | 1: 6.73            | Paid by Retailer  |
| \$10.00         | 55,200                   | 1: 17.39           | Paid by Retailer  |
| \$20.00         | 35,040                   | 1: 27.40           | Paid by Retailer  |
| \$50.00         | 11,760                   | 1: 81.63           | Paid by Retailer  |
| \$100.00        | 2,240                    | 1: 428.57          | Paid by Retailer  |
| \$500.00        | 264                      | 1: 3,636.36        | Paid by Retailer  |
| \$1,000.00      | 72                       | 1: 13,333.33       | Paid by Lottery   |
| \$20,000.00     | 16                       | 1: 60,000.00       | Paid by Lottery   |

The overall odds are 1: 3.88

The number of prizes described and the associated odds of winning are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Tickets or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the number of Tickets, number of prizes, and odds.

**SECTION 1 - PURPOSE OF RULES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue’s administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

**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 #177 unless earlier modified or rescinded by the Iowa Lottery Administrator.

**SECTION 3 - DEFINITIONS**

- 3.1 "Ticket" means an Iowa InstaPlay Game #177 Ticket.
- 3.2 "Ticket Validation Code" for InstaPlay Game #177 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 177-100001-000 printed above the Game Play Area.
- 3.4 "Game Play Area Symbols" for InstaPlay Game #177 are as follows:

Your Numbers Play Symbols

|        |        |        |        |        |        |        |        |        |
|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| 1      | 2      | 3      | 4      | 6      | 7      | 8      | 9      | 11     |
| ONE    | TWO    | THREE  | FOUR   | SIX    | SEVEN  | EIGHT  | NINE   | ELEVN  |
| 12     | 13     | 14     | 15     | 16     | 17     | 18     | 19     | 21     |
| TWLV   | THRTN  | FORTN  | FIFTN  | SIXTN  | SVNTN  | EGHTN  | NINTN  | TWYONE |
| 22     | 23     | 24     | 25     | 26     | 27     | 28     | 29     | 30     |
| TWYTWO | TWYTHR | TWYFOR | TWYFIV | TWYSIX | TWYSVN | TWYEGT | TWYNIN | THIRT  |
| 31     | 32     | 33     | 34     | 35     | 36     |        |        |        |
| THYONE | THYTWO | THYTHR | THYFOR | THYFIV | THYSIX |        |        |        |

Winning Numbers Play Symbols

|        |        |        |        |        |        |        |        |        |
|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| 1      | 2      | 3      | 4      | 6      | 7      | 8      | 9      | 11     |
| ONE    | TWO    | THREE  | FOUR   | SIX    | SEVEN  | EIGHT  | NINE   | ELEVN  |
| 12     | 13     | 14     | 15     | 16     | 17     | 18     | 19     | 21     |
| TWLV   | THRTN  | FORTN  | FIFTN  | SIXTN  | SVNTN  | EGHTN  | NINTN  | TWYONE |
| 22     | 23     | 24     | 25     | 26     | 27     | 28     | 29     | 30     |
| TWYTWO | TWYTHR | TWYFOR | TWYFIV | TWYSIX | TWYSVN | TWYEGT | TWYNIN | THIRT  |
| 31     | 32     | 33     | 34     | 35     | 36     |        |        |        |
| THYONE | THYTWO | THYTHR | THYFOR | THYFIV | THYSIX |        |        |        |

## CYCLONE™ BONUS Play Symbols



3.5 “Legends”:  
Play Grid and Prize Legend will each be printed on the Ticket above their respective Game Play Areas

3.6 A “Non-winning Ticket” is defined as an Iowa InstaPlay Game #177 Ticket which is not intended to be a winning Ticket.

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

- 4.1 “Game Play”: If any of YOUR NUMBERS match any WINNING NUMBERS, win prize shown under the matching number. CYCLONE™ BONUS If you have 3 identical symbols in the bonus area below, win \$20 automatically!
- 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 Title XII of the Iowa Department of Revenue’s administrative rules, 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 - INSTAPLAY TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules, the following Validation Requirements will apply with regard to the InstaPlay Game Tickets in Iowa InstaPlay Game #177

- 5.1 To be a valid InstaPlay Game Ticket, all of the following requirements must be met:
- The Ticket must be intact and have exactly: Exactly twelve (12) Your Numbers Play Symbols, twelve (12) Winning Numbers Play Symbols, and five (5) CYCLONE™ BONUS Play Symbols. The Ticket front should contain, in their entirety and fully legible, the retailer identification number, the Ticket Identification Number, and the date on and time at 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.
  - The Ticket must have been issued in an authorized manner as determined by the Lottery.
  - 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 paragraph 5.1 and Game Play Area Symbols and Legends must appear exactly as shown 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 game specific rules and any confidential validation requirements established by the Lottery.

5.2 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Iowa Lottery 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 Iowa Lottery 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 sales 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 6 - INSTAPLAY TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

6.1 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](http://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 or 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, or a legal holiday, 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.

6.2 The Lottery shall not be responsible for lost or stolen Tickets.

- 6.3 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 for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.
- 6.4 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.

