

ARTICLE 4. SCRATCH-OFF GAMES

Rule 1. Definitions

65 IAC 4-1-1 Applicability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The definitions in 65 IAC 1-1-1 and in this rule apply throughout this article. *(State Lottery Commission; 65 IAC 4-1-1; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-2 “Agent verification code” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. “Agent verification code” means an alphabetic character code present within the game play data area of an instant ticket. *(State Lottery Commission; 65 IAC 4-1-2; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-2.1 “Bar code” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.1. “Bar code” means a graphical representation of data to be used in the validation of an instant ticket. *(State Lottery Commission; 65 IAC 4-1-2.1; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 78; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-2.5 “Drawing” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 2.5. “Drawing” means a procedure for the selection of prize winners by either:

(1) the removal at random of one (1) or more instant tickets from a container into which instant tickets have been placed;

(2) the selection at random of one (1) or more number-coded items from a container into which those items have been placed;

or

(3) the selection of numbers through the use of a random number generator computer software program.

(State Lottery Commission; 65 IAC 4-1-2.5; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 682; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-1-3 “Game identification number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. “Game identification number” means a number associated with a particular instant game. *(State Lottery Commission; 65 IAC 4-1-3; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-4 “Game/pack/ticket number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. “Game/pack/ticket number” means a number appearing on an instant ticket which identifies the instant game applicable to the instant ticket, the pack from which the instant ticket was removed, and the ticket number. *(State Lottery Commission; 65 IAC 4-1-4; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-5 “Game play data area” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. “Game play data area” means an area on the front of an instant ticket covered with a latex covering which can be rubbed off to reveal one (1) or more play symbols and, with certain exceptions, play symbol captions and an agent verification code. (*State Lottery Commission; 65 IAC 4-1-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-5.5 “Grand prize event” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-7; IC 4-30-11

Sec. 5.5. “Grand prize event” means a drawing or other procedure for the selection pursuant to 65 IAC 4-3-7 from the holders of certain instant tickets or of on-line entry coupons generated pursuant to 65 IAC 5-3-7 of winners of a grand prize or grand prizes other than a prize specified on the face of the instant ticket or determined by the numbers selected on an on-line ticket. (*State Lottery Commission; 65 IAC 4-1-5.5; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 683; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1739; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-6 “Instant game” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. “Instant game” means a scratch-off game. (*State Lottery Commission; 65 IAC 4-1-6; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 23, 1994, 4:00 p.m.: 17 IR 1628; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909*)

65 IAC 4-1-6.5 “Instant prize” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6.5. “Instant prize” means a scratch-off prize. (*State Lottery Commission; 65 IAC 4-1-6.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909*)

65 IAC 4-1-7 “Instant ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. “Instant ticket” means a scratch-off ticket. (*State Lottery Commission; 65 IAC 4-1-7; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909*)

65 IAC 4-1-8 “Lottery ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. “Lottery ticket” means any evidence issued by the commission to prove participation in a game conducted by the commission. (*State Lottery Commission; 65 IAC 4-1-8; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-9 “Pack” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 9. “Pack” means a set of instant tickets, each bearing a common pack number, fan-folded in strips of five (5) or fewer tickets. *(State Lottery Commission; 65 IAC 4-1-9; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-10 “Pack number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 10. “Pack number” means a six (6) digit number appearing on all instant tickets in a pack. *(State Lottery Commission; 65 IAC 4-1-10; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-10.5 “PIN” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 10.5. “PIN” means an identification number issued by the commission to a contestant for a telephone prize in order to allow a telephone play through use of a toll-free telephone number. *(State Lottery Commission; 65 IAC 4-1-10.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-11 “Play symbol” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 11. “Play symbol” means a series of alphabetic or numeric characters or a symbol appearing in the game play data area of an instant ticket. *(State Lottery Commission; 65 IAC 4-1-11; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 23, 1994, 4:00 p.m.: 17 IR 1628; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-12 “Play symbol caption” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 12. “Play symbol caption” means a printed explanation of a play symbol which appears beneath a play symbol. *(State Lottery Commission; 65 IAC 4-1-12; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-12.2 “Scratch-off game” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 12.2. “Scratch-off game” means a lottery game that offers preprinted lottery tickets that, after a covering or a portion thereof is rubbed off, either:

- (1) indicate whether the player has won a prize or entry into a drawing; or
- (2) reveal numbers or play symbols which may be selected in a drawing.

(State Lottery Commission; 65 IAC 4-1-12.2; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909)

65 IAC 4-1-12.3 “Scratch-off prize” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 12.3. “Scratch-off prize” means a prize which is awarded in connection with a scratch-off game other than a telephone prize and other than a prize awarded pursuant to 65 IAC 4-3-7 or 65 IAC 4-3-10. (*State Lottery Commission; 65 IAC 4-1-12.3; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909*)

65 IAC 4-1-12.4 “Scratch-off ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 12.4. “Scratch-off ticket” means a lottery ticket in a scratch-off game. (*State Lottery Commission; 65 IAC 4-1-12.4; emergency rule filed Jan 29, 2004, 2:00 p.m.: 27 IR 1909*)

65 IAC 4-1-12.5 “Telephone play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 12.5. “Telephone play” means an opportunity to win a prize on an instant ticket as a result of a telephone call from the player to a telephone number specified by the commission. (*State Lottery Commission; 65 IAC 4-1-12.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-12.6 “Telephone prize” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 12.6. “Telephone prize” means a prize which has been designated by the director to be awarded on the basis of a telephone play by the player of an instant game. (*State Lottery Commission; 65 IAC 4-1-12.6; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-13 “Ticket number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 13. “Ticket number” means a number appearing on an instant ticket and identifying the ticket. (*State Lottery Commission; 65 IAC 4-1-13; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-14 “Valid ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 14. “Valid ticket” means an instant ticket which meets all of the validation requirements of 65 IAC 4-2-5. (*State Lottery Commission; 65 IAC 4-1-14; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-15 “Validation number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 15. "Validation number" means a thirteen (13) digit number imaged on each instant ticket and covered with latex material. *(State Lottery Commission; 65 IAC 4-1-15; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 23, 1994, 4:00 p.m.: 17 IR 1629; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 2. General Provisions

65 IAC 4-2-1 Applicability

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. This rule and 65 IAC 4-3 apply to all instant games unless the rule applicable to a specific instant game is in conflict with this rule or 65 IAC 4-3, in which case the rule applicable to the specific instant game shall control for that instant game. *(State Lottery Commission; 65 IAC 4-2-1; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-2-2 Compliance with law and procedures

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Any person who purchases an instant ticket agrees thereby to comply with and abide by IC 4-30, this title, and all procedures and instructions established by and final decisions of the director in connection with the conduct of the instant game for which the instant ticket is purchased. *(State Lottery Commission; 65 IAC 4-2-2; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-2-3 Termination of an instant game

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) An instant game will end when all instant tickets for that instant game have been sold or on a date determined by the director in the director's sole discretion. The director may suspend an instant game if the director finds that such suspension is in the best interests of the commission. No instant tickets shall be sold with respect to an instant game which has ended or which has been suspended or otherwise ended.

(b) Telephone plays with respect to an instant game which provides for telephone plays may be made for sixty (60) days after the end of the instant game unless earlier terminated on a date determined by the director in the director's sole discretion. The director may suspend telephone plays with respect to an instant game if the director finds that such suspension is in the best interests of the commission. *(State Lottery Commission; 65 IAC 4-2-3; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1596)*

65 IAC 4-2-4 Use of winner information and photographs

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. The commission shall have the right to use and publicize the name and a photograph of any winner in an instant ticket game, public information on the winner claim form, and the city, town, township, or any other political subdivision in which the winner resides. The commission may, in its sole discretion, require a winner in an instant ticket game to participate in interviews and press conferences with public relations personnel and media representatives. The commission shall not pay any additional consideration to any winner for use of such a photograph or information. Neither the commission, the director, nor any employee of the commission shall be liable for any use or release of information regarding, or photographs of, winners in compliance with this section. *(State Lottery Commission; 65 IAC 4-2-4; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; emergency rule filed Jun 8, 1993, 12:00 p.m.: 16 IR 2428; emergency rule filed Jan 12, 1994, 5:00 p.m.: 17 IR 1111; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:28 p.m.: 26 IR 42)

65 IAC 4-2-5 Validation of tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 5. (a) Except as provided in section 6 of this rule, all of the following requirements must be met for an instant ticket to be a valid ticket:

- (1) The number of play symbols in the game play data area must correspond with the number of play symbols established with respect to instant tickets for the applicable instant game.
- (2) Each of the play symbols must have a play symbol caption underneath it, and each play symbol must agree with its play symbol caption.
- (3) Each of the play symbols must be present in its entirety and be fully legible.
- (4) Each of the play symbols and its play symbol caption must be printed in black ink, unless a different color of ink is specified in the rule applicable to the particular instant game for which the instant ticket is issued, in which case each of the play symbols and its play symbol caption must be printed in the specified color ink.
- (5) The instant ticket must be intact and not defaced in any manner.
- (6) The game/pack/ticket number must be present in its entirety and be fully legible.
- (7) The instant ticket must not be reconstituted or tampered with in any manner.
- (8) The instant ticket must not be counterfeit in whole or in part.
- (9) The instant ticket must have been issued by the commission in the authorized manner.
- (10) The instant ticket must not be stolen nor appear on any list of omitted instant tickets on file with the commission.
- (11) The play symbols, the play symbol captions, the validation number, the agent verification codes, and the game/pack/ticket number must be right-side-up and not reversed in any manner.
- (12) The instant ticket must have exactly one (1) play symbol caption for each play symbol, exactly one (1) game/pack/ticket number, exactly one (1) validation number, and the correct number and type of agent verification codes on file with the commission for that instant ticket, except that an instant ticket may have multiple copies of the same play symbols and corresponding play symbol captions, game/pack/ticket number, validation number, and agent verification codes if authorized by the commission for instant tickets with respect to a particular instant game.
- (13) The validation number of an apparent winning instant ticket must appear on the commission's official list of validation numbers of winning instant tickets, and the instant ticket with that validation number must not have been paid previously according to the records of the commission.
- (14) The ticket must not have a hole punched through it and must not be blank or partially blank, misregistered, defective, or printed or produced in error.
- (15) Each of the play symbols on the instant ticket and each of the play symbol captions on the instant ticket must be exactly one (1) of those described in this article as applicable to instant tickets for the instant game in which the instant ticket was issued.
- (16) Each of the play symbols and the play symbol captions on the instant ticket must correspond exactly to the typeface and artwork on file with the commission.
- (17) The game/pack/ticket number must correspond exactly to the typeface and artwork on file with the commission.
- (18) The validation number must correspond exactly to the typeface and artwork on file with the commission.
- (19) The agent verification codes must correspond exactly to the typeface and artwork on file with the commission.
- (20) The display printing must be regular in every respect and correspond exactly to the artwork on file with the commission.
- (21) The agent verification codes on an apparent winning instant ticket must correspond with the agent verification codes specified in this article or on file with the commission as applicable to winning instant tickets of that type.
- (22) The instant ticket must pass any additional validation tests specified in this article as applicable to the specific instant game for which the instant ticket was issued.
- (23) The instant ticket must pass all additional confidential validation tests prescribed by the commission.
- (24) The instant ticket must be an instant ticket offered for sale by the commission during the period determined by the director for that instant game.
- (25) The instant ticket must have been submitted within the claim period applicable to the instant game for which it was

issued.

(b) Except as provided in section 6 of this rule, any instant ticket not passing all of the validation requirements in subsection (a) is void and ineligible for any prize, and no prize shall be paid thereon. (*State Lottery Commission; 65 IAC 4-2-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1596*)

65 IAC 4-2-6 Disputes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 6. (a) If a person claiming a prize in a scratch-off game is unable to produce the alleged winning scratch-off ticket, the commission shall not pay the claimed prize unless the person presents terminal-generated evidence sufficient to establish the validity of the claim. If a person claiming a prize in a scratch-off game presents a scratch-off ticket that is mutilated or unreadable, the commission shall not pay the claimed prize unless there is sufficient readable data remaining on the scratch-off ticket to establish the validity of the claim. Any person making a claim under this subsection may submit an affidavit to the director setting forth all facts surrounding the person's claim. The director, in the director's sole discretion, may authorize that the prize be paid to the claimant if satisfied that the validity of the claim has been established. If any prize claimed under this subsection exceeds five thousand dollars (\$5,000), a determination by the director to pay the prize shall be reviewed and authorized by the commission.

(b) The director may, solely at the director's option, replace a scratch-off ticket which is not a valid ticket or which is otherwise determined not to be a valid ticket or which is otherwise determined not to be a winning scratch-off ticket, despite a claim to the contrary, with an unplayed scratch-off ticket or scratch-off tickets of equivalent sale price for any current scratch-off game. In the event a defective scratch-off ticket is purchased, the only responsibility or liability of the commission shall be the replacement of the defective scratch-off ticket with another unplayed scratch-off ticket or scratch-off tickets of equivalent sale price from a current scratch-off game. (*State Lottery Commission; 65 IAC 4-2-6; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 304; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1072; emergency rule filed Sep 25, 1998, 11:21 a.m.: 22 IR 474; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Feb 25, 2005, 12:00 p.m.: 28 IR 2153, eff Mar 1, 2005; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 828*)

65 IAC 4-2-7 Instant ticket responsibility

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 7. An instant ticket is a bearer instrument until it is signed on the back by the owner or owners. The owner or owners of an instant ticket are responsible for and bear the sole risk of loss or theft of the instant ticket. If an instant ticket is claimed by a player in error for a lower prize than that to which the player would be entitled, the commission shall not be liable to the player for the higher prize not claimed, for the difference in the prizes, or for any other damage suffered by the player as a result of the erroneous claim. (*State Lottery Commission; 65 IAC 4-2-7; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 304; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-2-8 Game regulations

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The director, or the director's designee, is authorized to develop and promulgate game rules and procedures for specific instant games during the periods between meetings of the commission and to conduct instant games in accordance with such game rules and procedures prior to the adoption by the commission of such rules with respect to specific instant games, provided that such rules and procedures are posted in the principal office of the commission prior to the commencement of any game to which such game rules and procedures are applicable. The director, or the director's designee, shall report any such games conducted and the game rules and procedures for such games to the commission at its next meeting. (*State Lottery Commission; 65 IAC 4-2-8; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 409; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:28 p.m.: 26 IR 43*)

Rule 3. Payment of Prizes

65 IAC 4-3-1 Prize-winning tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 1. Prize-winning instant tickets are valid instant tickets that have been determined by the commission in accordance with this article to be official prize winners. Criteria and specific rules for winning prizes shall be published for each instant game and available for all players. The commission shall in all cases make final determination regarding validation of instant tickets and whether instant tickets are prize-winning instant tickets. Unless specified to the contrary in the rule applicable to the instant game for which the instant ticket was issued, an instant prize will be paid only for the highest instant prize won on a valid instant ticket unless a lower instant prize has been claimed. No prize shall be awarded to a player who fails to file a claim prior to the end of an instant game. *(State Lottery Commission; 65 IAC 4-3-1; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 304; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1597)*

65 IAC 4-3-2 Claiming prizes from the commission

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11-11

Sec. 2. (a) A telephone prize awarded pursuant to section 10 of this rule may only be claimed from the commission's central office in Indianapolis. Any other prize may be claimed from any of the commission's regional offices or from the commission's central office in Indianapolis.

(b) The commission will pay instant prizes by check or in cash at the option of the commission or with lottery tickets if both the commission and the winner agree, in each case after instant tickets are validated and after any other applicable requirements contained in this article are met. The commission will pay telephone prizes after instant tickets are validated to the extent required by the commission and after any other applicable requirements contained in this article are met.

(c) A prize claim shall be made on such form or forms as are prescribed by the director. To the extent required by federal tax law, the claimant shall furnish a tax identification number to the commission in the following manner:

(1) An individual shall provide his or her Social Security number.

(2) A legal entity shall furnish a federal employer's identification number issued by the Internal Revenue Service. The Hoosier Lottery will request the Social Security numbers of the owners of such legal entity in order to meet the requirements of IC 4-30-11-11.

(3) A group, family unit, club, or other organization which is not a legal entity or which does not possess a federal employer's identification number shall file Internal Revenue Service Form 5754, "Statement by Person(s) Receiving Gambling Winnings", or a successor form, with the commission designating to whom the prize is to be paid and the person or persons to whom the prize is taxable.

(d) Prize payment shall be made to the person, entity, or group identified on the claim form and associated documents, and the claim shall be final and binding on the claimant and those for whom the prize is claimed.

(e) An instant prize must be claimed within sixty (60) days of the end of the instant game in which the prize was won or it will be forfeited. A telephone prize must be claimed within sixty (60) days of the telephone play in which the telephone prize was won or it will be forfeited. A prize awarded pursuant to section 10 of this rule must be claimed within sixty (60) days of the day it was won or it will be forfeited, unless a longer or shorter period for claiming prizes is determined and announced pursuant to that section. All unclaimed prize money or other prizes required to be paid or delivered by the commission shall be added to the pool from which future prizes are to be awarded or used for special prize promotions. *(State Lottery Commission; 65 IAC 4-3-2; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1731; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 79; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1597; emergency rule filed Mar 7, 2006, 11:50 a.m.: 29 IR 2207)*

65 IAC 4-3-3 Prizes not assignable

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30-11-2

Sec. 3. No right of any person to a prize shall be assignable, except as follows:

(1) The director may pay any prize to the estate of a deceased prize winner.

(2) The prize to which a winner is entitled may be paid to another person pursuant to an appropriate judicial order.

(State Lottery Commission; 65 IAC 4-3-3; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1731; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-3-4 Termination of liability

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30-11

Sec. 4. All liability of the state, its officials, officers, and employees, and of the commission, the director, and employees of the commission for any instant prize terminates upon payment of an instant prize or upon the expiration of sixty (60) days after the end of the instant game in which the instant prize was won. All liability of the state, its officials, officers, and employees, and of the commission, the director, and employees of the commission for any telephone prize terminates upon delivery by the commission of a telephone prize or upon the expiration of sixty (60) days after the telephone play in which the telephone prize was won. *(State Lottery Commission; 65 IAC 4-3-4; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 115; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-5 Time of payment

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30-11

Sec. 5. (a) Payment of any prize will be made to the bearer of the validated winning ticket for that prize upon presentation of proper identification and the submission of a prize claim form if one is required, unless otherwise delayed in accordance with this article.

(b) Unless the rule for any specific instant game provides otherwise, any cash prize of five hundred thousand dollars (\$500,000) or more may be paid in multiple payments over time. The schedule of payments shall be designed to pay the winner equal dollar amounts each year until the total payments equal the prize amount. Any prize not required or otherwise designated by the director to be paid in periodic payments shall be paid in a lump sum.

(c) When a prize or share of a prize is to be paid over time, the director may, at the director's discretion, round the actual amount of the prize or share to the nearest one thousand dollars (\$1,000) to facilitate purchase of an appropriate funding mechanism.

(d) Unless the rule for any specific instant game provides otherwise, the total payment period for a prize to be paid over time shall be designated by the director and shall not exceed twenty (20) years. If the rule for any specific instant game provides that a prize is payable for the life of the winner, only an individual may claim the prize for his or her life. If a claim for a prize payable for the life of the winner is filed on behalf of a group, company, corporation, or any other type of organization, payment shall be made over twenty (20) years.

(e) The director may accelerate the payment of a prize when, in the director's discretion, such is determined to be in the best interest of the commission. The valuation of any securities involved and the determination of the present value of any accelerated payments are solely within the discretion of the commission. *(State Lottery Commission; 65 IAC 4-3-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1731; emergency rule filed Feb 26, 1993, 5:00 p.m.: 16 IR 1834; errata filed Apr 5, 1993, 5:00 p.m.: 16 IR 1955; emergency rule filed Oct 6, 2000, 1:57 p.m.: 24 IR 383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-6 Delay of payment

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30-11

SCRATCH-OFF GAMES

Sec. 6. (a) The director or the commission may delay making payment of any prize or installment of a prize pending a final determination by the director, by the commission, or by a court of competent jurisdiction under any of the following circumstances:

- (1) A dispute occurs or it appears that a dispute may occur relative to any prize.
- (2) There is any question regarding the identity of the claimant.
- (3) There is any question regarding the validity of any ticket presented for payment.
- (4) The claim is subject to any set off for debts pursuant to section 9 of this rule.
- (5) The commission or the director becomes aware of a change in circumstance relative to a prize awarded, the payee, or the claim which the commission determines requires review.

(b) No liability for interest for any delay in payment of a prize or installment of a prize shall accrue to the benefit of the claimant pending payment of the claim.

(c) All delayed payments for a prize paid in installments shall be brought up to date immediately upon the director's determination that payment of installments of a prize should be resumed, and remaining installment payments shall be paid according to the original payment schedule after payment is resumed unless the director orders otherwise. (*State Lottery Commission; 65 IAC 4-3-6; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 306; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-7 Prize drawings; grand prize events

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) If an instant game includes a drawing or grand prize event, the drawing or grand prize event shall be conducted as provided in this section.

(b) Preliminary drawings, if any, shall be conducted periodically as determined by the director or as provided in the rule applicable to a specific game to select finalists who will be entered into a grand prize event. Entrants in the preliminary drawings shall be selected from instant tickets which meet the criteria stated in the specific game rules in this article and from on-line entry coupons generated as provided in 65 IAC 5-3-7. Grand prize events to award prizes shall be conducted periodically as determined by the director or as provided in the rule applicable to a specific instant game.

(c) Participation in a drawing or grand prize event shall be limited to those persons holding or mailing instant or on-line tickets or on-line entry coupons generated as provided in 65 IAC 5-3-7 which are determined to be valid by the commission on or before a date announced by the director. If participation in the drawing or grand prize event requires persons to mail instant or on-line tickets or on-line entry coupons to the commission, such instant or on-line tickets or on-line entry coupons must be mailed to the address designated by the director and received on or before a date announced by the director to be considered valid for participation in a preliminary drawing. No entries shall be accepted, by mail or otherwise, at any office of the commission or by any retailer, and any entries received at any office of the commission may be returned to the sender with instructions for proper submission. The commission assumes no responsibility for an entry that is not valid for participation in a preliminary drawing. A valid entry shall consist of an instant or on-line ticket or on-line entry coupon signed by the holder thereof. An instant or on-line ticket or on-line entry coupon must be submitted in an envelope no larger than four and one-half (4½) inches wide and nine and one-half (9½) inches long which has no unusual markings on the outside. Envelopes not meeting those specifications shall be rejected and destroyed unopened. The holder of an instant or on-line ticket or on-line entry coupon may be required to provide such information and complete such forms as specified by the director as a condition to participation in a preliminary drawing or grand prize event.

(d) If, after a drawing is held, the director determines that an instant or on-line ticket or on-line entry coupon should have been entered into the drawing, the director may, in the director's sole discretion, place that instant or on-line ticket or on-line entry coupon into the next substantially equivalent drawing, if any, or replace that instant or on-line ticket with an instant or on-line ticket or instant or on-line tickets of equivalent face value. The commission, the director, and the commission's employees shall have no other liability for failure to enter an instant ticket or an on-line entry coupon into a drawing. If the director determines that a person should have been entered into a grand prize event but was not so entered, the director may, in the director's sole discretion, enter that person into the next substantially equivalent grand prize event. The commission, the director, and the commission's employees shall have no other liability for failure to enter a person into a grand prize event.

(e) The director shall determine and announce the date or dates, time or times, and procedures for drawings or grand prize events to select grand prize winners to the extent that specific game rules in this title do not address such matters. All drawings for selection of winners shall be open to the public. All drawings for selection of winners shall be witnessed by an independent certified public accountant. Equipment used in the drawings shall be inspected by an independent certified public accountant before and after

each drawing.

(f) The director may postpone any drawing or grand prize event to a future time and publicize the postponement if the director or the director's designee finds that the postponement is in the best interests of the commission or the public.

(g) Following each preliminary drawing, all entries not drawn shall be destroyed. The time of destruction may be delayed at the discretion of the director in the event of a dispute, problem, or unusual occurrence in connection with the drawing. The director may permit examination of entries not drawn to locate lost instant tickets or on-line entry coupons, and the director may delay the time of destruction of entries not drawn for up to ninety (90) days for that purpose. The commission has no responsibility for mail received at the address designated for receipt of entries which is not intended to be considered for participation in a drawing or for the destruction of such misdirected mail.

(h) The director or the director's designee shall notify all qualified, validated finalists from a preliminary drawing by certified mail or by telephone of the date, time, and place of the grand prize event. If the director is unable to confirm receipt of such notice by a finalist sufficiently in advance of the grand prize event, the director may select an alternate finalist and place the finalist into a subsequent grand prize event.

(i) Each finalist must be present, in person or by proxy, at the grand prize event in which the finalist is entered. If a finalist elects not to participate in person, the finalist shall complete a proxy in the form specified by the director which includes specific instructions regarding any decisions required to be made by the holder of the proxy. Any finalist under eighteen (18) years of age shall be represented in a grand prize event by a parent or legal guardian who shall provide written evidence that he or she is the finalist's parent or legal guardian, and all selections or decisions made by the parent or legal guardian shall be binding upon the finalist.

(j) The rules and procedures for each grand prize event shall be established by the director and shall be explained to all participating finalists prior to the grand prize event. Disputes regarding the rules or procedures shall be resolved by the director in the exercise of the director's sole discretion. All finalists shall be deemed to have agreed to all rules and procedures by their participation in the grand prize event or any proceedings in connection with the grand prize event. (*State Lottery Commission; 65 IAC 4-3-7; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 306; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 409; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 683; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1073; emergency rule filed Apr 3, 1990, 2:59 p.m.: 13 IR 1420; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1739; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1627; emergency rule filed Feb 10, 1998, 4:45 p.m.: 21 IR 2133; errata filed Oct 9, 1998, 3:27 p.m.: 22 IR 463; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-8 Investment of deferred prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11; IC 4-30-15-2

Sec. 8. The director shall request directions on behalf of the commission from the treasurer of state regarding the investment in accordance with IC 4-30-15-2 of any prize required by this article or designated by the director to be payable on a deferred or installment basis and shall invest the prize in accordance with the directions so received. (*State Lottery Commission; 65 IAC 4-3-8; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 307; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1732; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-9 Claims for certain obligations

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11-11

Sec. 9. (a) The following definitions apply to this section:

(1) "Claimant agency" means the treasurer of state, the department of state revenue, the department of administration, the Indiana department of transportation, the attorney general, and the courts.

(2) "Debtor" means a person who has been reported to the commission pursuant to subsection (b) as having one (1) or more of the following obligations:

(A) The person owes an outstanding debt to a state agency.

(B) The person owes delinquent state taxes.

(C) The person owes child support collected and paid to a recipient through a court.

(3) “Debt” means an obligation that is evidenced by an assessment or lien issued by a state agency, a judgment, or a final order of an administrative agency.

(b) A claimant agency may provide to the commission, in such computer-readable format as the director shall prescribe with the approval of the auditor of state, a list of debtors. The claimant agency may update the list at such intervals and times as determined by the director to be compatible with the efficient operation of the lottery and the goals of IC 4-30-11-11.

(c) Prior to payment of any cash prize greater than five hundred ninety-nine dollars (\$599) to an instant game winner, the director shall determine whether the name of the prospective payee appears on a list provided by a claimant agency pursuant to subsection (b). If the name of the prospective payee appears on a list provided by a claimant agency pursuant to subsection (b), the cash prize payable to such debtor shall instead be paid to the auditor of state pursuant to IC 4-30-11-11(b).

(d) Payment of a prize to the auditor of state pursuant to this section shall discharge the commission, the director, and all employees of the commission from any liability to the debtor for payment of any prize. The commission shall have no liability for any error on a list provided to the commission by a claimant agency pursuant to subsection (b). (*State Lottery Commission; 65 IAC 4-3-9; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 307; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1732; emergency rule filed Jan 26, 1993, 5:00 p.m.: 16 IR 1515; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-10 Supplemental prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-7; IC 4-30-11

Sec. 10. (a) Holders of instant tickets, whether or not they are otherwise eligible for prizes under this article, may be entered from time to time into drawings or other events for the award of consolation or supplemental prizes. The director shall determine and announce the date or dates, time or times, entry requirements, and procedures for any such drawings or other events for consolation or supplemental prizes, and may later change such date or dates, time or times, entry requirements, or procedures for any such drawing or event and publicize the change if the director finds that the change is in the best interests of the lottery or the public. Disputes regarding such dates, times, requirements, or procedures shall be resolved by the director in the exercise of the director's sole discretion. All participants in such a drawing or event shall be deemed to have agreed to all requirements and procedures by their participation in the drawing or event or any proceedings in connection with the drawing or event.

(b) If, after a drawing or other event for the award of a supplemental or consolation prize is held, the director determines that an instant ticket or the holder of an instant ticket should have been entered into the drawing or other event, the director may enter that instant ticket or the holder of the instant ticket into the next equivalent drawing or other event for the award of consolation or supplemental prizes. The commission, the director, and the commission's employees shall have no liability for failure to enter an instant ticket or the holder of an instant ticket into a drawing or other event to award consolation or supplemental prizes other than entry of the instant ticket or the holder of the instant ticket into the next equivalent drawing or other event for the award of consolation or supplemental prizes. (*State Lottery Commission; 65 IAC 4-3-10; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 684; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-11 Classification of certain payments or items as prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-18-2

Sec. 11. (a) The commission is authorized to make supplemental payments of money or awards of other items to retailers in connection with the sale of winning tickets or the sale of lottery games. Any such payment or award is deemed to be a “prize” within the meaning of IC 4-30-18-2, but will not be used in calculating the overall odds of winning the game as reported to the public.

(b) Cashing bonuses and other payments to retailers within the meaning of 65 IAC 3-4-5 are not “prizes” encompassed by IC 4-30-18-2. (*State Lottery Commission; 65 IAC 4-3-11; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1732; emergency rule filed Jan 30, 1991, 4:16 p.m.: 14 IR 1289; emergency rule filed Oct 29, 1992, 5:00 p.m.: 16 IR 899; errata filed Dec 30, 1992, 9:00 a.m.: 16 IR 1402; emergency rule filed Dec 2, 1992, 2:00 p.m.: 16 IR 1189; emergency rule filed May 10, 1993, 3:00 p.m.: 16 IR 2197; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-12 Telephone play requirements

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. (a) If the rule applicable to a specific instant game provides for telephone plays, the instant tickets for the instant game shall contain the following information:

(1) The telephone number or numbers which must be used to make telephone plays.

(2) The cost or cost per minute of a telephone play.

(3) A statement that only persons who are at least eighteen (18) years of age are permitted to make telephone plays.

(4) A statement that no additional purchase is necessary and a reference to the availability of contest rules and regulations.

(b) If the rule applicable to a specific instant game provides for telephone plays, and unless the rule applicable to the specific instant game provides otherwise, the telephone plays shall be conducted as provided in sections 13 through 15 of this rule. (*State Lottery Commission; 65 IAC 4-3-12; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 115; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-13 Telephone play restrictions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 13. Telephone plays shall be subject to the following restrictions:

(1) Only persons who are permitted by this title and IC 4-30 to purchase instant tickets and win instant prizes are permitted to make telephone plays and win telephone prizes.

(2) Each person who makes a telephone play shall be required to provide his or her age and telephone number in addition to one (1) or more numbers associated with the instant ticket with respect to which the telephone play is made. Neither the commission, the state, any employee of the commission or the state, nor any vendor or service provider to the commission will be liable for the failure of any person to win a telephone prize or any other consequences of a player's failure to provide the correct age, telephone number, or numbers associated with an instant ticket.

(3) No person shall be permitted to make a telephone play from a telephone located outside Indiana.

(4) No person shall be permitted to make more than fifty (50) telephone plays (including telephone plays pursuant to section 15 of this rule) in a single calendar month with respect to a single telephone number.

(5) Except as agreed in writing by the commission, neither the commission, the state, nor any vendor to the commission will be responsible for any telephone tolls or charges associated with a telephone play. The commission may use a "900" telephone number or other telephone number which results in additional charges to persons who make telephone plays.

(6) Neither the commission, the state, any employee of the commission or the state, nor any vendor or service provider to the commission will be liable for incorrect or inaccurate entry information with respect to a telephone play, whether caused by the player or by equipment failure, programming error, or human error associated with the processing of the telephone play.

(7) A telephone play is subject to all rules and procedures determined and announced by the director consistent with any specific instant game rules in this title.

(*State Lottery Commission; 65 IAC 4-3-13; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 115; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-14 Telephone prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 14. (a) The winner of a telephone prize awarded prior to midnight may not redeem the prize until after noon on the following day. The winner of a telephone prize awarded after 11:59 p.m. may not redeem the prize from the commission or a retailer until after noon on the second following day.

(b) If the holder of an instant ticket is entitled to an instant prize greater than or equal to six hundred dollars (\$600) and is also entitled to a telephone prize in respect of that instant ticket, the holder of the instant ticket must claim both prizes at an office of the commission.

(c) Any telephone prize which consists of a coupon is subject to all terms of the coupon.

(d) Upon notice during the course of a telephone play, a person who wins a telephone prize in that telephone play may be required to claim the telephone prize from the commission or from a specific retailer or group of retailers.

(e) If a telephone prize consists of a coupon for merchandise or services to be supplied by a third party for free or for a reduced price and the third party fails or refuses to honor the terms of the coupon through no fault of the holder of the coupon, the commission shall replace the coupon with another coupon of substantially equal value. The determination of the relative value of coupons for purposes of this subsection is in the sole discretion of the commission. The commission, the director, and the commission's employees shall have no liability for failure of a third party to honor a coupon delivered as a telephone prize other than replacement of the coupon as provided in this subsection.

(f) If a telephone prize consists of an entry into a drawing or other event for the award of supplemental or consolation prizes, the drawing or other event shall be conducted in accordance with sections 7 and 10 of this rule, to the extent either section is applicable. *(State Lottery Commission; 65 IAC 4-3-14; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 116; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-15 Telephone free play option

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 15. (a) Any holder of an instant ticket may make a telephone play using a toll-free telephone number by following the procedures of this section and any additional requirements imposed by the director and announced in connection with a specific instant game.

(b) The holder of an instant ticket who desires to make a toll-free telephone play must mail a stamped, self-addressed envelope to P.O. Box 6092, Indianapolis, Indiana 46206-6092 to receive a card containing a PIN. The stamped, self-addressed envelope must be large enough to hold a card which is three (3) inches wide and five (5) inches long. The holder of the instant ticket may be required to provide such information and complete such forms as specified by the director as a condition to receipt of a PIN. Neither the commission, the state, any employee of the commission or the state, nor any vendor or service provider to the commission will be liable for the failure to receive a request for a PIN or the failure of an instant ticket holder to receive a PIN which was mailed to him or her.

(c) In order to make a toll-free telephone play, the holder of an instant ticket must place a telephone call to the number specified on the card containing the PIN and shall provide the PIN in the course of the telephone call. A PIN shall be valid for one (1) toll-free telephone play only.

(d) A holder of an instant ticket must mail his or her request for a PIN in accordance with this section at least thirty (30) days before the end of telephone plays for the applicable instant game, and the commission is not required to provide a PIN in response to any request mailed after that date. *(State Lottery Commission; 65 IAC 4-3-15; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 116; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 4. Instant Game 01 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 5. Instant Game 02 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 6. Instant Game 03 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 7. Instant Game 04 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 8. Instant Game 05 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 9. Instant Game 06 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 10. Instant Game 07 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 11. Instant Game 08 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 12. Instant Game 09 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 13. Instant Game 10 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 14. Instant Game 11 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 15. Instant Game 12 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 16. Instant Game 13 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 17. Instant Game 14 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 18. Instant Game 15 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 19. Instant Game 16 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 20. Instant Game 17 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 21. Instant Game 18 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 22. Instant Game 19 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 23. Instant Game 20 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 24. Instant Game 21 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 25. Instant Game 22 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 26. Instant Game 99 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 27. Instant Game 23 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 28. Instant Game 24 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 29. Instant Game 25 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 30. Instant Game 26 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 31. Instant Game 27 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 32. Instant Game 28 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 33. Instant Game 29 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 34. Instant Game 30 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 35. Instant Game 31 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 36. Instant Game 32 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 37. Instant Game 33 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 38. Instant Game 34 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 39. Instant Game 37 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 40. Instant Game 38 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 41. Instant Game 39 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 42. Instant Game 40 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 43. Instant Game 41 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 44. Instant Game 42 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 45. Instant Game 43 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 46. Instant Game 44 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 47. Instant Game 46 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 48. Instant Game 47 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 49. Instant Game 48 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 50. Instant Game 49 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 51. Instant Game 50 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 52. Instant Game 51 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 53. Instant Game 52 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 54. Instant Game 53 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 55. Instant Game 54 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 56. Instant Game 55 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 57. Instant Game 56 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 58. Instant Game 57 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 59. Instant Game 58 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 60. Instant Game 59 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 61. Instant Game 60 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 62. Instant Game 61 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 63. Instant Game 62 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 64. Instant Game 63 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 65. Instant Game 64 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 66. Instant Game 65 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 67. Instant Game 66 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 68. Instant Game 67 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 69. Instant Game 68 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 70. Instant Game 70 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 71. Instant Game 71 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 72. Instant Game 72 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 73. Instant Game 73 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 74. Instant Game 74 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 75. Instant Game 75 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 76. Instant Game 76 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 77. Instant Game 77 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 78. Instant Game 78 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 79. Instant Game 79 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 80. Instant Game 80 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 81. Instant Game 81 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 82. Instant Game 82 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 83. Instant Game 83 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 84. Instant Game 84 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 85. Instant Game 85 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 86. Instant Game 86 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 87. Instant Game 87 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 88. Instant Game 88 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 89. Instant Game 89 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 90. Instant Game 472 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 91. Instant Game 91 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 92. Instant Game 92 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 93. Instant Game 93 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 94. Instant Game 94 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 95. Instant Game 95 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 96. Instant Game 96 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 97. Instant Game 97 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 98. Instant Game 98 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 99. Instant Game 471 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 100. Instant Game 01 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 101. Instant Game 02 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 102. Instant Game 03 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 103. Instant Game 04 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 104. Instant Game 05 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 105. Instant Game 06 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 106. Instant Game 08 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 107. Instant Game 09 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 108. Instant Game 10 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 109. Instant Game 11 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 110. Instant Game 12 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 111. Instant Game 13 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 112. Instant Game 14 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 113. Instant Game 15 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 114. Instant Game 16 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 115. Instant Game 17 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 116. Instant Game 18 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 117. Instant Game 19 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 118. Instant Game 20 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 119. Instant Game 21 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 120. Instant Game 22 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 121. Instant Game 23 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 122. Instant Game 24 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 123. Instant Game 25 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 124. Instant Game 26 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 125. Instant Game 27 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 126. Instant Game 28 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 127. Instant Game 29 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 128. Instant Game 30 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 129. Instant Game 31 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 130. Instant Game 32 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 131. Instant Game 33 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 132. Instant Game 34 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 133. Instant Game 35 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 134. Instant Game 36 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 135. Instant Game 37 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 136. Instant Game 38 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 137. Instant Game 39 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 138. Instant Game 40 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 139. Instant Game 141 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 140. Instant Game 168 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 141. Instant Game 189 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 142. Instant Game 149 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 143. Instant Game 150 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 144. Instant Game 142 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 145. Instant Game 146 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 146. Instant Game 159 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 147. Instant Game 188 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 148. Instant Game 156 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 149. Instant Game 143 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 150. Instant Game 144 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 151. Instant Game 155 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 152. Instant Game 145 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 153. Instant Game 148 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 154. Instant Game 160 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 155. Instant Game 190 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 156. Instant Game 157 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 157. Instant Game 158 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 158. Instant Game 151 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 159. Instant Game 191 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 160. Instant Game 152 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 161. Instant Game 153 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 162. Instant Game 147 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 163. Instant Game 154 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 164. Instant Game 185 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 165. Instant Game 186 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 166. Instant Game 161 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 167. Instant Game 162 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 168. Instant Game 163 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 169. Instant Game 164 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 170. Instant Game 165 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 171. Instant Game 180 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 172. Instant Game 187 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 173. Instant Game 167 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 174. Instant Game 169 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 175. Instant Game 170 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 176. Instant Game 195 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 177. Instant Game 179 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 178. Instant Game 171 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 179. Instant Game 172 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 180. Instant Game 173 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 181. Instant Game 175 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 182. Instant Game 176 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 183. Instant Game 177

65 IAC 4-183-1 Name (Repealed)

Sec. 1. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-2 Ticket price (Repealed)

Sec. 2. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-3 Play symbols (Repealed)

Sec. 3. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-4 How to play (Repealed)

Sec. 4. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-5 “Winning play” defined (Repealed)

Sec. 5. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-6 Determination of prize winners (Repealed)

Sec. 6. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-7 “Pack” defined (Repealed)

Sec. 7. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-8 Number of prizes (Repealed)

Sec. 8. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-9 Number of tickets and odds of winning (Repealed)

Sec. 9. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-10 Claim deadline (Repealed)

Sec. 10. *(Repealed by State Lottery Commission; emergency rule filed Aug 5, 1998, 5:02 p.m.: 21 IR 4544)*

Rule 184. Instant Game 178 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 185. Instant Game 197 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 186. Instant Game 182 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 187. Instant Game 174 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 188. Instant Game 181 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 189. Instant Game 183 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 190. Instant Game 184 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 191. Instant Game 192 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 192. Instant Game 166 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 193. Instant Game 193 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 194. Instant Game 194 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 195. Instant Game 196 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 196. Instant Game 230 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 197. Instant Game 198 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 198. Instant Game 200 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 199. Instant Game 201 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 200. Instant Game 233 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 201. Instant Game 202 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 202. Instant Game 203 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 203. Instant Game 232 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 204. Instant Game 204 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 205. Instant Game 473 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 206. Instant Game 887 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829, eff Dec 22, 2005)

Rule 207. Instant Game 199 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 208. Instant Game 205 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 209. Instant Game 206 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 210. Instant Game 207 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 211. Instant Game 236 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 212. Instant Game 209 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 213. Instant Game 210 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 214. Instant Game 211 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 215. Instant Game 208 (Repealed)

SCRATCH-OFF GAMES

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 216. Instant Game 237 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 217. Instant Game 238 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 218. Instant Game 231 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 219. Instant Game 212 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 220. Instant Game 213 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 221. Instant Game 214 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 222. Instant Game 234 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 223. Instant Game 215 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 224. Instant Game 216 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 225. Instant Game 217 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 226. Instant Game 218 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 227. Instant Game 219 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 228. Instant Game 220 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 229. Instant Game 221 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 230. Instant Game 222 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 231. Instant Game 246 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 232. Instant Game 224 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 233. Instant Game 225 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 234. Instant Game 226 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 235. Instant Game 243 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 236. Instant Game 228 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 237. Instant Game 229 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 238. Instant Game 235 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 239. Instant Game 239 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 240. Instant Game 240 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 241. Instant Game 241 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 242. Instant Game 242 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 243. Instant Game 227 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 244. Instant Game 244 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 245. Instant Game 245 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 246. Instant Game 247 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 247. Instant Game 248 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 248. Instant Game 249 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 249. Instant Game 223 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 250. Instant Game 254 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 251. Instant Game 266 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 252. Instant Game 252 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 253. Instant Game 259 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 254. Instant Game 253 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 255. Instant Game 255 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 256. Instant Game 251 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 257. Instant Game 263 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 258. Instant Game 261 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 259. Instant Game 250 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 260. Instant Game 265 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 261. Instant Game 264 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 262. Instant Game 258 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 263. Instant Game 257 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 264. Instant Game 268 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38)

p.m.: 22 IR 468)

Rule 265. Instant Game 269 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 469)

Rule 266. Instant Game 270 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 267. Instant Game 271 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 268. Instant Game 272 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 269. Instant Game 273 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 270. Instant Game 274 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 271. Instant Game 275 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 272. Instant Game 276 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 273. Instant Game 267 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 274. Instant Game 277 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 275. Instant Game 278 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 276. Instant Game 279 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 277. Instant Game 280 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 278. Instant Game 281 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 279. Instant Game 256

65 IAC 4-279-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 256, TWO MILLION CASH". (*State Lottery Commission; 65 IAC 4-279-1; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2156; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-279-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 256 shall sell for ten dollars (\$10) per ticket. (*State Lottery Commission; 65 IAC 4-279-2; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2156; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-279-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 256 shall have twenty-four (24) play symbols and play symbol captions under two (2) separate boxes in the game play data area all concealed under a large spot of latex material. The smaller box labeled "YOUR NUMBERS" shall contain four (4) play symbols and play symbol captions. The larger box shall be labeled "WINNING NUMBERS" and shall consist of two (2) rows of five (5) pairs of play symbols and play symbol captions which include numbers and prize amounts.

(b) The play symbols and play symbol captions, other than the play symbols and play symbol captions of prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol "1" corresponding with the play symbol caption "ONE".
- (2) The play symbol "2" corresponding with the play symbol caption "TWO".
- (3) The play symbol "3" corresponding with the play symbol caption "THR".
- (4) The play symbol "4" corresponding with the play symbol caption "FOR".
- (5) The play symbol "5" corresponding with the play symbol caption "FIV".
- (6) The play symbol "6" corresponding with the play symbol caption "SIX".
- (7) The play symbol "7" corresponding with the play symbol caption "SVN".
- (8) The play symbol "8" corresponding with the play symbol caption "EGT".
- (9) The play symbol "9" corresponding with the play symbol caption "NIN".
- (10) The play symbol "10" corresponding with the play symbol caption "TEN".
- (11) The play symbol "11" corresponding with the play symbol caption "ELV".
- (12) The play symbol "12" corresponding with the play symbol caption "TLV".
- (13) The play symbol "13" corresponding with the play symbol caption "TTN".
- (14) The play symbol "14" corresponding with the play symbol caption "FRN".
- (15) The play symbol "15" corresponding with the play symbol caption "FTN".
- (16) The play symbol "16" corresponding with the play symbol caption "SXT".
- (17) The play symbol "17" corresponding with the play symbol caption "SVT".
- (18) The play symbol "18" corresponding with the play symbol caption "ETN".
- (19) The play symbol "19" corresponding with the play symbol caption "NTN".
- (20) The play symbol "20" corresponding with the play symbol caption "TWY".

(c) The play symbols and play symbol captions of the prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol "TICKET" corresponding with the play symbol caption "TICKET".
- (2) The play symbol "\$10.00" corresponding with the play symbol caption "TEN".
- (3) The play symbol "\$20.00" corresponding with the play symbol caption "TWENTY".
- (4) The play symbol "\$30.00" corresponding with the play symbol caption "THIRTY".

- (5) The play symbol "\$50.00" corresponding with the play symbol caption "FIFTY".
- (6) The play symbol "\$100" corresponding with the play symbol caption "ONE HUND".
- (7) The play symbol "\$1,000" corresponding with the play symbol caption "ONE THO".
- (8) The play symbol "\$10,000" corresponding with the play symbol caption "TEN THO".
- (9) The play symbol "2 MILLION" corresponding with the play symbol caption "WIN CASH".

(State Lottery Commission; 65 IAC 4-279-3; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2156; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-279-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game number 256 must remove the latex material covering the twenty-four (24) play symbols and play symbol captions. *(State Lottery Commission; 65 IAC 4-279-4; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-5 "Winning play" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of this rule, "winning play" means one (1) or more of the "LUCKY NUMBERS" play symbols match one (1) or more of the "YOUR NUMBERS" play symbols entitling the holder to the corresponding prize. *(State Lottery Commission; 65 IAC 4-279-5; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; errata filed Oct 9, 1998, 3:43 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-6 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The holder of a valid instant ticket with one (1) winning play paired with the play symbol "TICKET" is entitled to a prize of one (1) or more instant tickets currently authorized for sale by the commission with a cumulative face value of ten dollars (\$10).

(b) The holder of a valid instant ticket with one (1) winning play paired with the play symbol "\$10.00" is entitled to a prize of ten dollars (\$10).

(c) The holder of a valid instant ticket with two (2) winning plays each paired with the play symbol "\$10.00" is entitled to a prize of twenty dollars (\$20).

(d) The holder of a valid instant ticket with one (1) winning play paired with the play symbol "\$20.00" is entitled to a prize of twenty dollars (\$20).

(e) The holder of a valid instant ticket with three (3) winning plays each paired with the play symbol "\$10.00" is entitled to a prize of thirty dollars (\$30).

(f) The holder of a valid instant ticket with one (1) winning play paired with the play symbol "\$30.00" is entitled to a prize of thirty dollars (\$30).

(g) The holder of a valid instant ticket with five (5) winning plays each paired with the play symbol "\$10.00" is entitled to a prize of fifty dollars (\$50).

(h) The holder of a valid instant ticket with one (1) winning play paired with the play symbol "\$50.00" is entitled to a prize of fifty dollars (\$50).

(i) The holder of a valid instant ticket with ten (10) winning plays paired with the play symbol "\$10.00" is entitled to a prize of one hundred dollars (\$100).

(j) The holder of a valid instant ticket with one (1) winning play paired with the play symbol "\$100" is entitled to a prize of one hundred dollars (\$100).

(k) The holder of a valid instant ticket with ten (10) winning plays paired with the play symbol "\$100" is entitled to a prize

of one thousand dollars (\$1,000).

(l) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$1,000” is entitled to a prize of one thousand dollars (\$1,000).

(m) The holder of a valid instant ticket with ten (10) winning plays paired with the play symbol “\$1,000” is entitled to a prize of ten thousand dollars (\$10,000).

(n) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$10,000” is entitled to a prize of ten thousand dollars (\$10,000).

(o) The holder of a valid instant ticket with ten (10) winning plays each paired with the play symbol “\$10,000” is entitled to a prize of one hundred thousand dollars (\$100,000).

(p) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$2,000,000” is entitled to a prize of two million dollars (\$2,000,000). *(State Lottery Commission; 65 IAC 4-279-6; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; errata filed Oct 9, 1998, 3:43 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-7 Number and size of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. The following prizes will be available in instant game number 256:

(1) Approximately six hundred thousand (600,000) prizes of one (1) or more instant tickets currently authorized for sale by the commission with a cumulative face value of ten dollars (\$10).

(2) Approximately eight hundred forty thousand (840,000) prizes of ten dollars (\$10).

(3) Approximately one hundred twenty thousand (120,000) prizes of twenty dollars (\$20) when the play symbol “\$10.00” is exposed in two (2) winning plays.

(4) Approximately two hundred forty thousand (240,000) prizes of twenty dollars (\$20) when the play symbol “\$20.00” is exposed in one (1) winning play.

(5) Approximately sixty thousand (60,000) prizes of thirty dollars (\$30) when the play symbol “\$10.00” is exposed in three (3) winning plays.

(6) Approximately sixty thousand (60,000) prizes of thirty dollars (\$30) when the play symbol “\$30.00” is exposed in one (1) winning play.

(7) Approximately sixty thousand (60,000) prizes of fifty dollars (\$50) when the play symbol “\$10.00” is exposed in five (5) winning plays.

(8) Approximately sixty thousand (60,000) prizes of fifty dollars (\$50) when the play symbol “\$50.00” is exposed in one (1) winning play.

(9) Approximately twenty-two thousand five hundred (22,500) prizes of one hundred dollars (\$100) when the play symbol “\$10.00” is exposed in ten (10) winning plays.

(10) Approximately twenty-two thousand five hundred (22,500) prizes of one hundred dollars (\$100) when the play symbol “\$100” is exposed in one (1) winning play.

(11) Approximately two hundred fifty (250) prizes of one thousand dollars (\$1,000) when the play symbol “\$100” is exposed in ten (10) winning plays.

(12) Approximately two hundred fifty (250) prizes of one thousand dollars (\$1,000) when the play symbol “\$1,000” is exposed in one (1) winning play.

(13) Approximately twenty-five (25) prizes of ten thousand dollars (\$10,000) when the play symbol “\$1,000” is exposed in ten (10) winning plays.

(14) Approximately twenty-five (25) prizes of ten thousand dollars (\$10,000) when the play symbol “\$10,000” is exposed in one (1) winning play.

(15) Three (3) prizes of one hundred thousand dollars (\$100,000).

(16) Three (3) prizes of two million dollars (\$2,000,000).

(State Lottery Commission; 65 IAC 4-279-7; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; errata filed Oct 9, 1998, 3:43 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

SCRATCH-OFF GAMES

65 IAC 4-279-8 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) A total of approximately six million (6,000,000) instant tickets will be initially available for instant game number 256.

(b) The odds of winning a prize with an instant ticket in instant game number 256 are approximately 1 in 2.88. (*State Lottery Commission; 65 IAC 4-279-8; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2158; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-279-9 Reorder of tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. The commission shall from time to time reorder instant tickets in instant game number 256 in quantities of approximately two million (2,000,000) instant tickets. The matched play symbols, prize amounts, and number of winners in instant game number 256 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 – TICKET	One (1) or more instant tickets currently offered for sale by the commission with a cumulative value of \$10	204,000
1 – \$10.00	\$10	285,600
2 – \$10.00	\$20	40,800
1 – \$20.00	\$20	81,600
3 – \$10.00	\$30	20,400
1 – \$30.00	\$30	20,400
5 – \$10.00	\$50	20,400
1 – \$50.00	\$50	20,400
10 – \$10.00	\$100	7,650
1 – \$100	\$100	7,650
10 – \$100	\$1,000	85
1 – \$1,000	\$1,000	85
10 – \$1,000	\$10,000	7
1 – \$10,000	\$10,000	7
10 – \$10,000	\$100,000	1
1 – \$2,000,000	\$2,000,000	1

(*State Lottery Commission; 65 IAC 4-279-9; emergency rule filed Jun 8, 2001, 9:04 a.m.: 24 IR 3073; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-279-10 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. (a) The odds of winning a prize in instant game number 256 are approximately 1 in 2.88.

(b) All reorders of tickets for instant game number 256 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-279-10; emergency rule filed Jun 8, 2001, 9:04 a.m.: 24 IR 3073; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 280. Instant Game 282 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 281. Instant Game 288 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 282. Instant Game 262 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 283. Instant Game 285 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 284. Instant Game 298 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 285. Instant Game 283 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 286. Instant Game 289 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 287. Instant Game 287 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 288. Instant Game 284 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 289. Instant Game 286 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 290. Instant Game 293 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 291. Instant Game 299 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 292. Instant Game 294 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 293. Instant Game 292 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 294. Instant Game 296 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 295. Instant Game 290 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 296. Instant Game 297 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 297. Instant Game 295 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 298. Instant Game 300 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 299. Instant Game 301 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 300. Instant Game 302 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 301. Instant Game 304 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 302. Instant Game 307 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 303. Instant Game 308 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 304. Instant Game 309 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 305. Instant Game 291 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 306. Instant Game 303 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 307. Instant Game 310 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 308. Instant Game 305 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 309. Instant Game 311 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 310. Instant Game 312 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 311. Instant Game 313 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 312. Instant Game 314 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 313. Instant Game 315 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 314. Instant Game 306 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 315. Instant Game 316 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 316. Instant Game 317 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 317. Instant Game 318 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 318. Instant Game 319 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 319. Instant Game 645 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 320. Instant Game 328 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 321. Instant Game 322 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 322. Instant Game 323 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 12, 2000, 9:47 a.m.: 23 IR 2763)

Rule 323. Instant Game 324 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 324. Instant Game 325 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 325. Instant Game 326 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 326. Instant Game 327 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 327. Instant Game 321 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 328. Instant Game 329 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 12, 2000, 9:47 a.m.: 23 IR 2763)

Rule 329. Instant Game 685

65 IAC 4-329-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 685, SCRATCH, SPIN, WIN". *(State Lottery Commission; 65 IAC 4-329-1; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)*

65 IAC 4-329-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 685 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-329-2; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)*

65 IAC 4-329-3 Promotional tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Instant tickets in instant game number 685 are promotional in nature and may be redeemed only at the commission's authorized promotional events at which they were purchased. *(State Lottery Commission; 65 IAC 4-329-3; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)*

65 IAC 4-329-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. Each instant ticket in instant game number 685 shall contain six (6) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions in instant game number 685 shall consist of the following possible play symbols and play symbol captions:

- (1) SPIN
SPIN
- (2) PRIZE
PRIZE
- (3) TICKET
TICKET
- (4) \$2.00
TWO
- (5) \$5.00
FIVE
- (6) \$20.00
TWENTY
- (7) \$50.00
FIFTY
- (8) \$100
ONE HUN

(State Lottery Commission; 65 IAC 4-329-4; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)

65 IAC 4-329-5 How to play; prizes; number of winners

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 5. The holder of an instant ticket in instant game number 685 shall remove the latex material covering the six (6) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions representing prize amounts are exposed, the holder is entitled to a prize of the matched amount. If three (3) matching play symbols and play symbol captions of "SPIN" are exposed, the holder is entitled to one (1) spin on the promotional wheel for a promotional prize. If three (3) matching play symbols and play symbol captions of "PRIZE" are exposed, the holder is entitled to one (1) promotional prize selected by the commission. If three (3) matching play symbols and play symbol captions of "FREE" and "TICKET", respectively, are exposed, the holder is entitled to one (1) free instant ticket in instant game number 685. The prize amounts and number of winners in instant game number 685 are as follows:

Play Symbols	Prize Amount	Approximate Number of Winners
3 – PRIZE	1 promotional prize	32,000
3 – SPIN	1 spin on the promotional wheel	140,000
3 – TICKET	1 free instant ticket	160,000
3 – \$2.00	\$2	64,000
3 – \$5.00	\$5	20,000
3 – \$20.00	\$20	9,000
3 – \$50.00	\$50	2,000
3 – \$100	\$100	440

(State Lottery Commission; 65 IAC 4-329-5; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)

65 IAC 4-329-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 6. (a) There shall be approximately one million (1,000,000) instant tickets initially available in instant game number 685.

(b) The odds of winning a prize in instant game number 685 are approximately 1 in 2.81.

(c) All reorders of tickets for instant game number 685 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-329-6; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)

65 IAC 4-329-7 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 7. Players may redeem prizes of PRIZE and SPIN only at the commission's authorized promotional event at which the tickets were purchased. Prizes of a FREE TICKET or a cash amount may be redeemed at the promotional event at which the tickets were purchased, at a lottery retailer, lottery office, or by mail. (State Lottery Commission; 65 IAC 4-329-7; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 193)

Rule 330. Instant Game 664 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829)

Rule 331. Instant Game 660 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829)

Rule 332. Instant Game 341 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 333. Instant Game 707

65 IAC 4-333-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is “Instant Game Number 707, Casino 7’s”. *(State Lottery Commission; 65 IAC 4-333-1; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 891)*

65 IAC 4-333-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 707 shall sell for seven dollars (\$) per ticket. *(State Lottery Commission; 65 IAC 4-333-2; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 891)*

65 IAC 4-333-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 707 shall contain forty (40) play symbols and play symbol captions arranged among seven (7) separate and independent games each concealed under a spot of latex material.

(b) The game on the upper right side of each instant ticket shall be labeled “1” and shall contain six (6) play symbols and play symbol captions representing prize amounts.

(c) The game in the upper left side of each instant ticket shall be labeled “2” and shall contain six (6) play symbols and play symbol captions arranged in a matrix of two (2) rows and three (3) columns. The rows shall be labeled “ROW 1” and “ROW 2”, respectively. The first column shall be labeled “YOURS”, the second column shall be labeled “THEIRS”, and the last column shall be labeled “PRIZE”.

(d) The game across from “2” on each instant ticket shall be labeled “3” and shall contain ten (10) play symbols and play symbol captions. Nine (9) play symbols and play symbol captions representing numbers shall be arranged in a matrix of three (3) rows and three (3) columns. One (1) play symbol and play symbol caption representing a prize amount shall appear in the “PRIZE” box.

(e) The game below game “2” on each instant ticket shall be labeled “4” and shall contain seven (7) play symbols and play symbol captions. Six (6) play symbols and play symbol captions representing pictures of objects shall be arranged in a matrix of three (3) rows and two (2) columns. One (1) play symbol and play symbol caption representing a prize amount shall appear in the “PRIZE” box.

(f) The game below game “3” on each instant ticket shall be labeled “5” and contain three (3) play symbols and play symbol captions, two (2) of which represent numbers. The third play symbol and play symbol caption shall represent a prize amount and appear in the box labeled “PRIZE”.

(g) The game below game “4” on each instant ticket shall be labeled “6” and shall contain one (1) play symbol and play [sic., symbol] caption in the “FAST WIN” area.

(h) The game below game “5” on each instant ticket shall be labeled “7” and shall contain seven (7) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the small box labeled “LUCKY NUMBER”. Six (6) play symbols and play symbol captions shall appear in the large box labeled “YOUR NUMBERS” and be arranged in pairs of numbers and prize amounts. *(State Lottery Commission; 65 IAC 4-333-3; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 891)*

65 IAC 4-333-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE
- (4) \$4.00
FOUR
- (5) \$5.00
FIVE
- (6) \$6.00
SIX
- (7) \$7.00
SEVEN
- (8) \$10.00
TEN
- (9) \$17.00
SEVENTEEN
- (10) \$20.00
TWENTY
- (11) \$30.00
THIRTY
- (12) \$40.00
FORTY
- (13) \$70.00
SEVENTY
- (14) \$100
ONE HUN
- (15) \$200
TWO HUN
- (16) \$700
SVN HUN
- (17) \$1,000
ONE THOU
- (18) \$77,000
SVT SVN THOU

(b) The play symbols and play symbol captions appearing in games “2”, “3”, “5”, and “7”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4

FOUR

(5) 5

FIVE

(6) 6

SIX

(7) 7

SEVEN

(8) 8

EIGHT

(9) 9

NINE

(c) The play symbols and play symbol captions appearing in game “4”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) A picture of a stack of dollar bills

MONEY

(2) A picture of a money bag

MNYBG

(3) A picture of a pot of gold

PTGLD

(4) A picture of a gold bar

GOLD

(5) A picture of stacks of coins

COINS

(6) A picture of a circle around a dollar sign

COIN

(7) A picture of a crown

CROWN

(8) A picture of a rabbit’s foot

RBFTF

(9) A picture of a horseshoe

SHOE

(10) A picture of a star

STAR

(11) A picture of a diamond

DIMND

(12) A picture of a dollar sign

DLRSN

(d) The play symbols and play symbol captions appearing in the “FAST WIN” area of game “6” shall consist of the following possible play symbols and play symbol captions:

(1) TRY AGAIN

(2) \$17.00

SEVENTEEN

(State Lottery Commission; 65 IAC 4-333-4; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 892)

65 IAC 4-333-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 707 shall remove the latex material covering the forty (40) play symbols and play symbol captions.

(b) If three (3) matching play symbols and play symbol captions are exposed in game “1”, the holder is entitled to the matched

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prize amount.

(c) If the number in the “YOURS” column is higher than the number in the “THEIRS” column in either row in game “2”, the holder is entitled to the prize exposed for that row.

(d) If three (3) play symbols and play symbol captions representing the number seven (7) are exposed in any vertical, horizontal, or diagonal line in the game “3” matrix, the holder is entitled to a prize in the amount set forth in the “PRIZE” box.

(e) If three (3) matching play symbols and play symbol captions are exposed in game “4”, the holder is entitled to a prize in the amount set forth in the “PRIZE” box.

(f) If two (2) play symbols and play symbol captions representing the number seven (7) are exposed in game “5”, the holder is entitled to a prize in the amount set forth in the “PRIZE” box.

(g) If the play symbol and play symbol caption associated with seventeen dollars is exposed in the “FAST WIN” area of game “6,” the holder is entitled to a prize of seventeen dollars (\$17).

(h) If, in game “7”, one (1) or more of the play symbols and play symbol captions in the “YOUR NUMBERS” box match the play symbol and play symbol caption in the “LUCKY NUMBER” box, the holder is automatically entitled to the paired prize amount(s). (*State Lottery Commission; 65 IAC 4-333-5; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 893*)

65 IAC 4-333-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The number of winning plays, prize amounts, and approximate number of winners in instant game number 707 are as follows:

Number of Winning Plays and Prize Amount Play Symbols	Prize Amount	Approximate Number of Winners
1 – \$2.00 + 1 – \$5.00	\$7	62,400
1 – \$1.00 + 3 – \$2.00	\$7	62,400
1 – \$7.00	\$7	31,200
2 – \$5.00	\$10	62,400
1 – \$10.00	\$10	62,400
7 – \$2.00	\$14	31,200
2 – \$7.00	\$14	15,600
1 – \$4.00 + 1 – \$10.00	\$14	15,600
1 – \$17.00 (“FAST WIN”)	\$17	31,200
1 – \$7.00 + 1 – \$10.00	\$17	15,600
1 – \$17.00	\$17	15,600
8 – \$5.00	\$40	2,600
4 – \$10.00	\$40	2,600
1 – \$40.00	\$40	2,600
1 – \$5.00 + 8 – \$6.00 + 1 – \$17.00 (“FAST WIN”)	\$70	8,996
7 – \$10.00	\$70	8,840
1 – \$70.00	\$70	8,840
5 – \$20.00 + \$17.00 (“FAST WIN”)	\$117	650
1 – \$7.00 + 2 – \$10.00 + 3 – \$30.00	\$117	650
1 – \$3.00 + 1 – \$17.00 (“FAST WIN”) + 4 – \$20.00 + 2 – \$100 + 2 – \$200	\$700	455
7 – \$100	\$700	455
1 – \$700	\$700	455
1 – \$1,000	\$1,000	10
7 – \$1,000	\$7,000	4
1 – \$77,000	\$77,000	2

(*State Lottery Commission; 65 IAC 4-333-6; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 893*)

65 IAC 4-333-7 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 7. (a) There shall be approximately one million five hundred (1,500,000) *[sic.]* instant tickets initially available in instant game number 707.

(b) The odds of winning a prize in instant game number 707 are approximately 1 in 3.52.

(c) All reorders of tickets for instant game number 707 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-333-7; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 893)*

65 IAC 4-333-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 707 within which to claim their prizes. End of game and last day to claim dates are available from any retailer who sells lottery tickets, through the commission's customer service number, 1-800-955-6886, and on its Web site, www.hoosierlottery.com. Any prizes not claimed by that date are forfeited. *(State Lottery Commission; 65 IAC 4-333-8; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 894)*

Rule 334. Instant Game 335 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 12, 2000, 9:47 a.m.: 23 IR 2763)

Rule 335. Instant Game 676

65 IAC 4-335-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 676, Blazin' Bingo Doubler". *(State Lottery Commission; 65 IAC 4-335-1; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1190)*

65 IAC 4-335-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 676 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-335-2; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1190)*

65 IAC 4-335-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 676 shall have four (4) separate and independent game play data areas, with the game play data area in the upper right side of each instant ticket referred to as "CALLER'S CARD". The game play data area on each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. The "CALLER'S CARD" shall have twenty-four (24) play symbols arranged in a matrix of four (4) rows and six (6) columns. "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall have twenty-five (25) play symbols arranged in a matrix of five (5) rows

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and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for “CARD 1”, “CARD 2”, “CARD 3”, and “CARD 4” shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75
FREE				

(c) The play symbols for “CALLER’S CARD” shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-335-3; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1190)

65 IAC 4-335-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 676 must remove the latex material covering the twenty-four (24) play symbols on the upper right side of the game play data area labeled “CALLER’S CARD”. *(State Lottery Commission; 65 IAC 4-335-4; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191)*

65 IAC 4-335-5 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, “winning play” means play symbols on “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, or a combination thereof, which match “CALLING CARD” play symbols in any of the following manners:

- (1) Five (5) play symbols in a vertical, horizontal, or diagonal line.
- (2) If the five (5) play symbols in a vertical, horizontal, or diagonal line are marked with “red”, the corresponding prize is doubled.
- (3) One (1) play symbol in each corner.
- (4) Eight (8) play symbols arranged from corner to corner in the form of an “X”.
- (5) If the eight (8) play symbols arranged from corner to corner in the form of an “X” are marked with “red”, the corresponding prize is doubled.

(b) There shall be no more than one (1) winning play in “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, respectively, on a single instant ticket in instant game 676. (*State Lottery Commission; 65 IAC 4-335-5; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191*)

65 IAC 4-335-6 “Pack” defined

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 6. For purposes of instant game number 676, “pack” means a set of instant tickets each bearing a common pack number, fan-folder in strips of one (1) ticket. (*State Lottery Commission; 65 IAC 4-335-6; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191*)

65 IAC 4-335-7 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 7. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The prize amounts and number of winners in instant game number 676 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1 – 5(a)(1)	\$2	306,000
CARD 2 – 5(a)(1)	\$3	244,800
CARD 1 – 5(a)(2)	\$4	102,000
CARD 1 – 5(a)(1) and CARD 2 – 5(a)(1)	\$5	81,600
CARD 2 – 5(a)(2)	\$6	102,000
CARD 3 – 5(a)(1)	\$10	20,400
CARD 3 – 5(a)(2)	\$20	20,400
CARD 4 – 5(a)(1)	\$25	19,720
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), and CARD 4 – 5(a)(1)	\$30	8,500
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), CARD 3 – 5(a)(1) and CARD 4 – 5(a)(1)	\$40	5,100
CARD 2 – 5(a)(3)	\$50	3,400
CARD 4 – 5(a)(2)	\$50	3,400
CARD 1 and CARD 3 – 5(a)(3) and CARD 4 – 5(a)(1)	\$200	544
CARD 1 and CARD 2 and CARD 3 – 5(a)(3) and CARD 4 – 5(a)(1)	\$250	340

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CARD 2 – 5(a)(4)	\$250	340
CARD 4 – 5(a)(3)	\$250	340
CARD 1 – 5(a)(5)	\$300	170
CARD 3 – 5(a)(5)	\$2,000	34
CARD 4 – 5(a)(5)	\$10,000	10

(State Lottery Commission; 65 IAC 4-335-7; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1191)

65 IAC 4-335-8 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) A total of approximately four million (4,000,000) instant tickets will be initially available for instant game number 676.

(b) The odds of winning a prize with an instant ticket in instant game number 676 are approximately 1 in 4.44.

(c) All reorders of tickets for instant game number 676 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-335-8; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1192)

65 IAC 4-335-9 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. Players will have up to sixty (60) days from the end of instant game 676 within which to claim their prizes. The last day to claim a prize in instant game number 676 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-335-9; emergency rule filed Nov 20, 2003, 2:10 p.m.: 27 IR 1192)

Rule 336. Instant Game 680

65 IAC 4-336-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 680, \$250,000 Jubilee". (State Lottery Commission; 65 IAC 4-336-1; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1602, eff Dec 19, 2003)

65 IAC 4-336-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 680 shall sell for twenty dollars (\$20) per ticket. (State Lottery Commission; 65 IAC 4-336-2; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1602, eff Dec 19, 2003)

65 IAC 4-336-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

SCRATCH-OFF GAMES

Sec. 3. (a) Each instant ticket in instant game number 680 shall contain forty-six (46) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Six (6) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" arranged in pairs representing numbers or pictures and prize amounts.

(b) The play symbols and play symbol captions in instant game number 680, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN
- (20) 20
TWY
- (21) 21
TWN
- (22) 22
TWT
- (23) 23

SCRATCH-OFF GAMES

TWR
(24) 24
TWF
(25) 25
TWV
(26) 26
TWS
(27) 27
TSN
(28) 28
TWE
(29) 29
TNI
(30) 30
TTY
(31) 31
THO
(32) 32
THT
(33) 33
TTH
(34) 34
TTF
(35) 35
THF
(36) 36
THS
(37) 37
TTS
(38) 38
THE
(39) 39
THN
(40) 40
FRY
(41) 41
FRO
(42) 42
FRT
(43) 43
FTH
(44) 44
FRF
(45) 45
FRV
(46) 46
FRS
(47) 47
FSN
(48) 48
FRE

SCRATCH-OFF GAMES

- (49) 49
FNI
- (50) 50
FTY
- (51) 51
FYO
- (52) 52
FYT
- (53) 53
FYH
- (54) 54
FYF
- (55) 55
FYV
- (56) 56
FYS
- (57) 57
FYN
- (58) 58
FYE
- (59) 59
FNN
- (60) 60
SXY
- (61) A picture of \$\$
WIN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 680 shall consist of the following possible play symbols and play symbol captions:

- (1) \$5.00
FIVE
- (2) \$10.00
TEN
- (3) \$15.00
FIFTEEN
- (4) \$20.00
TWENTY
- (5) \$50.00
FIFTY
- (6) \$100
ONE HUN
- (7) \$200
TWO HUN
- (8) \$500
FIVE HUN
- (9) \$1,000
ONE THOU
- (10) \$10,000
TEN THOU
- (11) \$250,000
TWHNFY THOU

(State Lottery Commission; 65 IAC 4-336-3; emergency rule filed Dec 18, 2003, 4:30 p.m.; 27 IR 1602, eff Dec 19, 2003)

SCRATCH-OFF GAMES

65 IAC 4-336-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 676 [sic., 680] shall remove the latex material covering the forty-six (46) play symbols and play symbol captions. If any of "YOUR NUMBERS" match any of the "WINNING NUMBERS" the holder is entitled to the paired prize amount. If the play symbol "\$\$" is exposed, the holder is automatically entitled to the paired prize amount. (State Lottery Commission; 65 IAC 4-336-4; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1604, eff Dec 19, 2003)

65 IAC 4-336-5 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of instant game number 676 [sic., 680], "pack" means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. (State Lottery Commission; 65 IAC 4-336-5; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1604, eff Dec 19, 2003)

65 IAC 4-336-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 676 [sic., 680] are as follows:

Number of Matches and Paired Prize Amount Play Symbols	Total Prize Amount	Approximate Number of Winners
2 – \$5.00	\$10	403,200
1 – \$10.00	\$10	302,400
3 – \$5.00	\$15	100,800
1 – \$15.00	\$15	100,800
2 – \$5.00 + 1 – \$10.00	\$20	201,600
2 – \$10.00	\$20	201,600
1 – \$20.00	\$20	100,800
10 – \$5.00	\$50	10,080
6 – \$5.00 + 1 – \$20.00	\$50	10,080
5 – \$10.00	\$50	10,080
2 – \$20.00 + 1 – \$10.00	\$50	10,080
1 – \$50.00	\$50	10,080
20 – \$5.00	\$100	10,080
10 – \$10.00	\$100	10,080
5 – \$20.00	\$100	10,080
1 – \$10.00 + 2 – \$20.00 + 1 – \$50.00	\$100	10,080
1 – \$100	\$100	10,080
20 – \$10.00	\$200	3,150
10 – \$20.00	\$200	2,940
1 – \$10.00 + 2 – \$20.00 + 3 – \$50.00	\$200	2,940
4 – \$50.00	\$200	2,940
1 – \$200	\$200	2,940
15 – \$20.00 + 4 – \$50.00	\$500	420
10 – \$50.00	\$500	420
6 – \$50.00 + 2 – \$100	\$500	420
5 – \$100	\$500	420
20 – \$50.00	\$1,000	336
10 – \$50.00 + 5 – \$100	\$1,000	210

SCRATCH-OFF GAMES

10 – \$100	\$1,000	210
5 – \$200	\$1,000	210
1 – \$1,000	\$1,000	210
20 – \$500	\$10,000	84
1 – \$10,000	\$10,000	42
1 – \$250,000	\$250,000	10

(State Lottery Commission; 65 IAC 4-336-6; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1604, eff Dec 19, 2003)

65 IAC 4-336-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately five million (5,000,000) instant tickets will be initially available for instant game number 680.

(b) The odds of winning a prize with an instant ticket in instant game number 680 are approximately 1 in 3.29.

(c) All reorders of tickets for instant game number 680 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-336-7; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1604, eff Dec 19, 2003)

65 IAC 4-336-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 680 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-336-8; emergency rule filed Dec 18, 2003, 4:30 p.m.: 27 IR 1605, eff Dec 19, 2003)

Rule 337. Instant Game 710

65 IAC 4-337-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 710, \$2,000,000 Bonus Spectacular". (State Lottery Commission; 65 IAC 4-337-1; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1900, eff Jan 23, 2004)

65 IAC 4-337-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 710 shall sell for twenty dollars (\$20) per ticket. (State Lottery Commission; 65 IAC 4-337-2; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1901, eff Jan 23, 2004)

65 IAC 4-337-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

SCRATCH-OFF GAMES

Sec. 3. (a) Each instant ticket in instant game number 710 shall contain forty-eight (48) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Eight (8) play symbols and play symbol captions representing numbers shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" arranged in pairs representing numbers or pictures and prize amounts.

(b) The play symbols and play symbol captions in instant game number 710, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN
- (20) 20
TWY
- (21) 21
TWN
- (22) 22
TWT
- (23) 23

SCRATCH-OFF GAMES

TWR
(24) 24
TWF
(25) 25
TWV
(26) 26
TWS
(27) 27
TSN
(28) 28
TWE
(29) 29
TNI
(30) 30
TTY
(31) 31
THO
(32) 32
THT
(33) 33
TTH
(34) 34
TTF
(35) 35
THF
(36) 36
THS
(37) 37
TTS
(38) 38
THE
(39) 39
THN
(40) 40
FRY
(41) 41
FRO
(42) 42
FRT
(43) 43
FTH
(44) 44
FRF
(45) 45
FRV
(46) 46
FRS
(47) 47
FSN
(48) 48
FRE

- (49) 49
FNI
- (50) 50
FTY
- (51) 51
FYO
- (52) 52
FYT
- (53) 53
FYH
- (54) 54
FYF
- (55) 55
FYV
- (56) 56
FYS
- (57) 57
FYN
- (58) 58
FYE
- (59) 59
FNN
- (60) 60
SXY
- (61) A picture of \$\$
WIN
- (62) A picture of GP
WIN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 710 shall consist of the following possible play symbols and play symbol captions:

- (1) \$5.00
FIVE
- (2) \$10.00
TEN
- (3) \$20.00
TWENTY
- (4) \$25.00
TWY FIVE
- (5) \$40.00
FORTY
- (6) \$50.00
FIFTY
- (7) \$100
ONE HUN
- (8) \$200
TWO HUN
- (9) \$500
FIVE HUN
- (10) \$1,000
ONE THOU
- (11) \$10,000

SCRATCH-OFF GAMES

- TEN THOU
(12) \$20,000
TWY THOU
(13) \$50,000
FTY THOU
(14) \$100,000
HUN THOU
(15) \$1,000,000
ONE MIL

(State Lottery Commission; 65 IAC 4-337-3; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1901, eff Jan 23, 2004)

65 IAC 4-337-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 710 shall remove the latex material covering the forty-eight (48) play symbols and play symbol captions. If any of "YOUR NUMBERS" match any of the "WINNING NUMBERS", the holder is entitled to the paired prize amount. If the play symbol "\$\$" is exposed in "YOUR NUMBERS", the holder is automatically entitled to the paired prize amount. If the play symbol "GP" is exposed in "YOUR NUMBERS", the holder is automatically entitled to the grand prize of one million dollars (\$1,000,000). The holders of the grand prize winning tickets in instant game 710 shall claim their prize at Hoosier Lottery Headquarters, 201 S. Capitol Avenue, Indianapolis, IN. After claiming the grand prize, the winner will be entered into a "Grand Prize Bonus Drawing" for a chance to win one (1) additional prize of one million dollars (\$1,000,000). *(State Lottery Commission; 65 IAC 4-337-4; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1902, eff Jan 23, 2004)*

65 IAC 4-337-5 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 5. For purposes of instant game number 710, "pack" means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-337-5; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1902, eff Jan 23, 2004)*

65 IAC 4-337-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 710 are as follows:

Number of Matches and Paired Prize Amount Play Symbols	Total Prize Amount	Approximate Number of Winners
2 – \$10.00	\$20	288,000
1 – \$20.00	\$20	288,000
1 – \$5.00 + 2 – \$10.00	\$25	144,000
1 – \$25.00	\$25	144,000
2 – \$5.00 + 3 – \$10.00	\$40	72,000
4 – \$10.00	\$40	36,000
1 – \$40.00	\$40	36,000
10 – \$5.00	\$50	14,400
6 – \$5.00 + 1 – \$20.00	\$50	14,000
5 – \$10.00	\$50	14,400
2 – \$20.00 + 1 – \$10.00	\$50	14,400
1 – \$50.00	\$50	14,400
20 – \$5.00	\$100	14,400

SCRATCH-OFF GAMES

10 – \$10.00	\$100	14,400
5 – \$20.00	\$100	14,400
1 – \$10.00 + 2 – \$20.00 + 1 – \$50.00	\$100	14,400
1 – \$100	\$100	14,400
20 – \$10.00	\$200	5,580
10 – \$20.00	\$200	5,580
1 – \$10.00 + 2 – \$20.00 + 3 – \$50.00	\$200	5,580
4 – \$50.00	\$200	5,580
1 – \$200	\$200	5,580
15 – \$20.00 + 4 – \$50.00	\$500	810
10 – \$50.00	\$500	810
6 – \$50.00 + 2 – \$100	\$500	810
5 – \$100	\$500	780
1 – \$500	\$500	780
20 – \$50.00	\$1,000	420
10 – \$50.00 + 5 – \$100	\$1,000	420
10 – \$100	\$1,000	390
5 – \$200	\$1,000	390
1 – \$1,000	\$1,000	390
20 – \$500	\$10,000	100
1 – \$10,000	\$10,000	100
20 – \$1,000	\$20,000	50
1 – \$20,000	\$20,000	50
2 – \$50,000	\$100,000	5
1 – \$100,000	\$100,000	5
1 – \$1,000,000	\$1,000,000	5

(State Lottery Commission; 65 IAC 4-337-6; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1902, eff Jan 23, 2004)

65 IAC 4-337-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately three million six hundred thousand (3,600,000) instant tickets will be initially available for instant game number 710.

(b) The odds of winning a prize with an instant ticket in instant game number 710 are approximately 1 in 3.03.

(c) All reorders of tickets for instant game number 710 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-337-7; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1903, eff Jan 23, 2004)*

65 IAC 4-337-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 710 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-337-8; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1903, eff Jan 23, 2004)*

Rule 338. Instant Game 684

65 IAC 4-338-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 684, Island Poker". (*State Lottery Commission; 65 IAC 4-338-1; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1896, eff Jan 23, 2004*)

65 IAC 4-338-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 684 shall sell for seven dollars (\$) per ticket. (*State Lottery Commission; 65 IAC 4-338-2; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1897, eff Jan 23, 2004*)

65 IAC 4-338-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 684 shall contain sixty-six (66) play symbols in the game play data area all concealed under a large spot of latex material. The play symbols in the area labeled "YOUR HANDS" shall represent playing cards and be arranged in five (5) rows of five (5) play symbols and play symbol captions each. The rows shall be labeled "1st HAND", "2nd HAND", "3rd HAND", "4th HAND", "5th HAND", "6th HAND", "7th HAND", "8th HAND", "9th HAND", "10th HAND" and "11th HAND", respectively. The play symbols in the area labeled "PRIZE" shall represent prize amounts.

(b) The play symbols and play symbol captions appearing in instant game number 684 shall consist of the following possible play symbols and play symbol captions:

- (1) A playing card ♠ with the number 2
TWOSP
- (2) A playing card ♠ with the number 3
THRSP
- (3) A playing card ♠ with the number 4
FORSP
- (4) A playing card ♠ with the number 5
FIVSP
- (5) A playing card ♠ with the number 6
SIXSP
- (6) A playing card ♠ with the number 7
SVNSP
- (7) A playing card ♠ with the number 8
EGTSP
- (8) A playing card ♠ with the number 9
NINSP
- (9) A playing card ♠ with a letter [*sic., number*] 10
TENSP
- (10) A playing card ♠ with a letter "J"
JACSP
- (11) A playing card ♠ with the letter "Q"
QUESP
- (12) A playing card ♠ with the letter "K"
KNGSP

- (13) A playing card ♠ with the letter “A”
ACESP
- (14) A playing card ♣ with the number 2
TWOCL
- (15) A playing card ♣ with the number 3
THRCL
- (16) A playing card ♣ with the number 4
FORCL
- (17) A playing card ♣ with the number 5
FIVCL
- (18) A playing card ♣ with the number 6
SIXCL
- (19) A playing card ♣ with the number 7
SVNCL
- (20) A playing card ♣ with the number 8
EGTCL
- (21) A playing card ♣ with the number 9
NINCL
- (22) A playing card ♣ with a letter [*sic., number*] 10
TENCL
- (23) A playing card ♣ with a letter “J”
JACCL
- (24) A playing card ♣ with the letter “Q”
QUECL
- (25) A playing card ♣ with the letter “K”
KNGCL
- (26) A playing card ♣ with the letter “A”
ACECL
- (27) A playing card ♥ with the number 2
TWOHT
- (28) A playing card ♥ with the number 3
THRHT
- (29) A playing card ♥ with the number 4
FORHT
- (30) A playing card ♥ with the number 5
FIVHT
- (31) A playing card ♥ with the number 6
SIXHT
- (32) A playing card ♥ with the number 7
SVNHT
- (33) A playing card ♥ with the number 8
EGTHT
- (34) A playing card ♥ with the number 9
NINHT
- (35) A playing card ♥ with a letter [*sic., number*] 10
TENHT
- (36) A playing card ♥ with a letter “J”
JACHT
- (37) A playing card ♥ with the letter “Q”
QUEHT
- (38) A playing card ♥ with the letter “K”

KNGHT

(39) A playing card ♥ with the letter “A”
ACEHT

(40) A playing card ♦ with the number 2
TWODM

(41) A playing card ♦ with the number 3
THRDM

(42) A playing card ♦ with the number 4
FORDM

(43) A playing card ♦ with the number 5
FIVDM

(44) A playing card ♦ with the number 6
SIXDM

(45) A playing card ♦ with the number 7
SVNDM

(46) A playing card ♦ with the number 8
EGTDM

(47) A playing card ♦ with the number 9
NINDM

(48) A playing card ♦ with a letter [*sic., number*] 10
TENDM

(49) A playing card ♦ with a letter “J”
JACDM

(50) A playing card ♦ with the letter “Q”
QUEDM

(51) A playing card ♦ with the letter “K”
KNGDM

(52) A playing card ♦ with the letter “A”
ACEDM

(c) The play symbols and play symbol captions representing prize amounts in instant game number 684 shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$3.00
THREE
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$7.00
SEVEN
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY
- (8) \$40.00
FORTY
- (9) \$50.00
FIFTY
- (10) \$70.00
SEVENTY

- (11) \$100
ONE HUN
- (12) \$200
TWO HUN
- (13) \$500
FIVE HUN
- (14) \$1,000
ONE THOU
- (15) \$2,000
TWO THOU
- (16) \$70,000
SVNTY THOU
- (17) A picture of an airplane
TRIP

(State Lottery Commission; 65 IAC 4-338-3; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1897, eff Jan 23, 2004)

65 IAC 4-338-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a valid instant ticket in instant game number 684 shall remove the latex material covering the sixty-six (66) play symbols.

(b) Play symbols have the value designated on the face of the play symbols except that those representing jacks, queens, kings, and aces, respectively, shall be treated as having consecutively increasing values. A holder may win multiply [*sic.*, *multiple*] times on a ticket but may only win one (1) prize in a row.

(c) If the combination of play symbols in one (1) or more hands meets any of the following requirements, the holder is entitled to the associated prize amount:

- (1) 1 Pair - Two (2) play symbols of an identical value of tens (10) or better are exposed.
- (2) 2 Pair - Two (2) sets of play symbols are exposed with each set consisting of two (2) play symbols of an identical value.
- (3) 3 of a Kind - Three (3) play symbols of an identical value are exposed.
- (4) Straight - Five (5) play symbols with consecutively increasing values in any suit are exposed.
- (5) Flush - Five (5) play symbols of the same suit are exposed.
- (6) Full House - Three (3) play symbols of an identical value and two (2) play symbols of a different identical value are exposed.
- (7) 4 of a Kind - Four (4) play symbols of an identical value are exposed.
- (8) Straight Flush - Five (5) play symbols of consecutively increasing values in the same suit are exposed.
- (9) Royal Flush - Five (5) play symbols representing the 10, Jack, Queen, King, and Ace of the same suit are exposed.
- (10) Expose the play symbol of an "AIRPLANE" and automatically win a vacation for six (6) days and five (5) nights for two (2) adults at a selected SuperClub® resort, which shall include the following:

(A) Choice of the following resorts:

- (i) Grand Lido Braco, Jamaica.
- (ii) Grand Lido Negril, Jamaica.
- (iii) Breezes Runaway Bay, Jamaica.
- (iv) Breezes Montego Bay, Jamaica. or
- (v) Breezes Bahamas, Bahamas.

(B) Round trip coach air transportation from Indianapolis, Chicago, Detroit, or Cincinnati to Montego Bay or Nassau airports.

(C) All-inclusive resort package.

(D) One (1) deluxe leather "ballistic" travel bag. and

(E) All room and airline fees and taxes.

(State Lottery Commission; 65 IAC 4-338-4; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1898, eff Jan 23, 2004)

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65 IAC 4-338-5 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of instant game number 684, "pack" means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. (*State Lottery Commission; 65 IAC 4-338-5; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1899, eff Jan 23, 2004*)

65 IAC 4-338-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The play symbols, prize amounts, and number of winners in instant game number 684 are as follows:

Number of Winning of [<i>sic.</i>] Prizes	Prize Amount	Approximate Number of Winners
1 – \$2.00 + 1 – \$5.00	\$7	93,600
1 – \$7.00	\$7	93,600
5 – \$2.00	\$10	31,200
2 – \$5.00	\$10	31,200
1 – \$10.00	\$10	15,600
2 – \$7.00	\$14	15,600
2 – \$2.00 + 2 – \$5.00	\$14	7,800
2 – \$2.00 + 1 – \$10.00	\$14	7,800
5 – \$4.00	\$20	15,600
4 – \$5.00	\$20	7,800
2 – \$10.00	\$20	7,800
1 – \$20.00	\$20	7,800
10 – \$3.00 + 1 – \$10.00	\$40	3,575
4 – \$10.00	\$40	3,575
2 – \$20.00	\$40	3,575
1 – \$40.00	\$40	3,575
10 – \$5.00 + 1 – \$20.00	\$70	9,750
1 – \$10.00 + 3 – \$20.00	\$70	9,750
1 – \$20.00 + 1 – \$50.00	\$70	9,750
1 – \$70.00	\$70	9,750
10 – \$50.00 + 1 – \$200	\$700	44
2 – \$100 + 1 – \$500	\$700	44
7 – \$100	\$700	44
2 – \$500	\$1,000	6
1 – \$1,000	\$1,000	6
5 – \$1,000 + 1 – \$2,000	\$7,000	5
7 – \$1,000	\$7,000	5
1 – Airplane symbol	\$6,067.82	110
1 – \$70,000	\$70,000	3

(*State Lottery Commission; 65 IAC 4-338-6; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1899, eff Jan 23, 2004*)

65 IAC 4-338-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately one million five hundred thousand (1,500,000) instant tickets initially available in instant game number 684.

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(b) The odds of winning a prize in instant game number 684 are approximately 1 in 4.01.

(c) All reorders of tickets for instant game number 684 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-338-7; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1899, eff Jan 23, 2004*)

65 IAC 4-338-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 684 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. (*State Lottery Commission; 65 IAC 4-338-8; emergency rule filed Jan 22, 2004, 2:45 p.m.: 27 IR 1899, eff Jan 23, 2004*)

Rule 339. Instant Game 716 (Repealed)

(*Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829, eff Dec 1, 2005*)

Rule 340. Instant Game 718

65 IAC 4-340-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 718, Nifty 50". (*State Lottery Commission; 65 IAC 4-340-1; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1905*)

65 IAC 4-340-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 718 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-340-2; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906*)

65 IAC 4-340-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. The play symbols and play symbol captions in instant game number 718 shall consist of the following possible play symbols and play symbol captions:

The play symbols and play symbol captions in instant game number 718 shall consist of the following possible play symbols and play symbol captions: [*sic.*]

(1) \$1.00

ONE

(2) \$2.00

TWO

(3) \$5.00

FIVE

(4) \$15.00

FIFTEEN
(5) \$50.00

FIFTY
(6) \$550

FIV HUN FTY

(State Lottery Commission; 65 IAC 4-340-3; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906)

65 IAC 4-340-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 718 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions are exposed, the holder is entitled to a prize of the matched amount. If two (2) matching play symbols and play symbol captions are exposed and match the "Bonus Box" amount, the holder is entitled to a prize of the matched amount. *(State Lottery Commission; 65 IAC 4-340-4; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906)*

65 IAC 4-340-5 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of instant game number 718, "pack" means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-340-5; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906)*

65 IAC 4-340-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 718 are as follows:

Matched Play Symbols	Prize Amount	Approximate Number of Winners
3 – \$1.00	\$1	638,400
3 – \$2.00	\$2	268,800
3 – \$5.00	\$5	117,600
3 – \$15.00	\$15	16,800
3 – \$50.00	\$50	18,522
3 – \$550	\$550	10

(State Lottery Commission; 65 IAC 4-340-6; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906)

65 IAC 4-340-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately five million (5,000,000) instant tickets initially available in instant game number 718.

(b) The odds of winning a prize in instant game number 718 are approximately 1 in 4.75.

(c) All reorders of tickets for instant game number 718 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-340-7; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906)*

65 IAC 4-340-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 718 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-340-8; emergency rule filed Jan 23, 2004, 1:46 p.m.: 27 IR 1906)*

Rule 341. Instant Game 719

65 IAC 4-341-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 719, Sapphire Blue 7s". *(State Lottery Commission; 65 IAC 4-341-1; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1907)*

65 IAC 4-341-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 719 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-341-2; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1907)*

65 IAC 4-341-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 719 shall contain twenty (20) play symbols and play symbol captions arranged in pairs of numbers and prize amounts all concealed under a large spot of latex material. Twenty (20) play symbols and play symbol captions shall appear in a matrix of ten (10) rows and two (2) columns.

(b) The play symbols and play symbol captions, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
BESVN (blue seven)
- (8) 7
BSEV (black seven)
- (9) 8

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- EIGHT
(10) 9
NINE
(11) 10
TEN
(12) 11
ELEVN
(13) 12
TWLV
(14) 13
THRTN
(15) 14
FORTN
(16) 15
FIFTN
(17) 16
SIXTN
(18) 18
EGTN
(19) 19
NINTN
(20) 20
TWTY

(c) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
(2) \$3.00
THREE
(3) \$4.00
FOUR
(4) \$5.00
FIVE
(5) \$10.00
TEN
(6) \$20.00
TWENTY
(7) \$50.00
FIFTY
(8) \$100
ONE HUN
(9) \$500
FIVE HUN
(10) \$1,000
ONE THOU
(11) \$15,000
FTN THOU

(State Lottery Commission; 65 IAC 4-341-3; emergency rule filed Jan 23, 2004, 1:48 p.m.; 27 IR 1907)

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65 IAC 4-341-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 719 shall remove the latex material covering the twenty (20) play symbols and play symbol captions. If a play symbol of a black "7" is exposed, the holder is entitled to the paired prize amount shown. If a play symbol of a blue "7" is exposed, the holder is entitled to double the paired prize amount. A holder may win up to ten (10) times on a ticket. *(State Lottery Commission; 65 IAC 4-341-4; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1908)*

65 IAC 4-341-5 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of instant game number 718, "pack" means a set of instant tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-341-5; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1908)*

65 IAC 4-341-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 719 are as follows:

Winning Prize Play Symbol	Prize Amount	Approximate Number of Winners
1 – \$2.00	\$2	360,000
1 – \$2.00 with blue 7	\$4	126,000
1 – \$4.00	\$4	126,000
1 – \$2.00 + 1 – \$3.00	\$5	54,000
1 – \$5.00	\$5	54,000
5 – \$2.00	\$10	36,000
2 – \$5.00	\$10	9,000
1 – \$5.00 double	\$10	9,000
1 – \$10.00	\$10	18,000
1 – \$5.00 + 1 – \$5.00 with blue 7	\$15	18,000
5 – \$3.00	\$15	18,000
10 – \$2.00	\$20	9,000
5 – \$4.00	\$20	9,000
1 – \$5.00 double + 1 – \$10.00	\$20	9,000
1 – \$20.00	\$20	9,000
10 – \$5.00	\$50	1,200
1 – \$10.00 + 1 – \$20.00 with blue 7	\$50	1,200
1 – \$50.00	\$50	1,200
10 – \$10.00	\$100	300
1 – \$50.00 with blue 7	\$100	300
2 – \$50.00	\$100	150
1 – \$100	\$100	150
5 – \$100	\$500	15
1 – \$500	\$500	14
1 – \$500 with blue 7	\$1,000	9
1 – \$1,000	\$1,000	9
1 – \$15,000	\$15,000	6

(State Lottery Commission; 65 IAC 4-341-6; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1908)

65 IAC 4-341-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately three million six hundred thousand (3,600,000) instant tickets initially available in instant game number 719.

(b) The odds of winning a prize in instant game number 719 are approximately 1 in 4.14.

(c) All reorders of tickets for instant game number 719 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-341-7; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1908)*

65 IAC 4-341-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 710 [*sic.*, 719] within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-341-8; emergency rule filed Jan 23, 2004, 1:48 p.m.: 27 IR 1908)*

Rule 342. Scratch-Off Game 706

65 IAC 4-342-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 706, \$500,000 Money Mania". *(State Lottery Commission; 65 IAC 4-342-1; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3085, eff Jun 11, 2004)*

65 IAC 4-342-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Scratch-off tickets for scratch-off game number 706 shall sell for ten dollars (\$10) per ticket. *(State Lottery Commission; 65 IAC 4-342-2; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3085, eff Jun 11, 2004)*

65 IAC 4-342-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each scratch-off ticket in scratch-off game number 706 shall contain forty-six (46) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Six (6) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" arranged in pairs representing numbers or pictures and prize amounts.

(b) The play symbols and play symbol captions in scratch-off game number 706, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) 1

ONE

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- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN
- (20) 20
TWY
- (21) 21
TWN
- (22) 22
TWT
- (23) 23
TWR
- (24) 24
TWF
- (25) 25
TWV
- (26) 26
TWS
- (27) 27

TSN
(28) 28
TWE
(29) 29
TNI
(30) 30
TTY
(31) 31
THO
(32) 32
THT
(33) 33
TTH
(34) 34
TTF
(35) 35
THF
(36) 36
THS
(37) 37
TTS
(38) 38
THE
(39) 39
THN
(40) 40
FRY
(41) 41
FRO
(42) 42
FRT
(43) 43
FTH
(44) 44
FRF
(45) 45
FRV
(46) 46
FRS
(47) 47
FSN
(48) 48
FRE
(49) 49
FNI
(50) 50
FTY
(51) 51
FYO
(52) 52
FYT

- (53) 53
FYH
- (54) 54
FYF
- (55) 55
FYV
- (56) 56
FYS
- (57) 57
FYN
- (58) 58
FYE
- (59) 59
FNN
- (60) 60
SXY
- (61) A picture of \$\$
WIN

(c) The play symbols and play symbol captions representing prize amounts in scratch-off game number 706 shall consist of the following possible play symbols and play symbol captions:

- (1) \$5.00
FIVE
- (2) \$10.00
TEN
- (3) \$15.00
FIFTEEN
- (4) \$20.00
TWENTY
- (5) \$50.00
FIFTY
- (6) \$100
ONE HUN
- (7) \$200
TWO HUN
- (8) \$500
FIVE HUN
- (9) \$1,000
ONE THOU
- (10) \$5,000
FIVE THOU
- (11) \$10,000
TEN THOU
- (12) \$250,000
TWHNFY THOU

(State Lottery Commission; 65 IAC 4-342-3; emergency rule filed Jun 9, 2004, 1:05 p.m.; 27 IR 3085, eff Jun 11, 2004)

65 IAC 4-342-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. The holder of a scratch-off ticket for scratch-off game 676 *[sic., 706]* shall remove the latex material covering the forty-

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six (46) play symbols and play symbol captions. If any of “YOUR NUMBERS” match any of the “WINNING NUMBERS”, the holder is entitled to the paired prize amount. If the play symbol “\$\$” is exposed, the holder is automatically entitled to the paired prize amount. At the end of scratch-off game 706, the winners of the “\$250,000” prizes will be contacted by the Hoosier Lottery and informed that they are a participant in a special bonus drawing for a chance to win one (1) additional prize of “\$250,000”. At the drawing, two (2) winners will each win an extra prize of “\$250,000”. (*State Lottery Commission; 65 IAC 4-342-4; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3087, eff Jun 11, 2004*)

65 IAC 4-342-5 “Pack” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. For purposes of scratch-off game number 706, “pack” means a set of scratch-off tickets each bearing a common pack number, fan-folded in strips of one (1) ticket. (*State Lottery Commission; 65 IAC 4-342-5; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3087, eff Jun 11, 2004*)

65 IAC 4-342-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in scratch-off game number 676 [*sic.*, 706] are as follows:

Number of Matches and Paired Prize Amount Play Symbols	Total Prize Amount	Approximate Number of Winners
2 – \$5.00	\$10	302,400
1 – \$10.00	\$10	302,400
3 – \$5.00	\$15	100,800
1 – \$15.00	\$15	100,800
2 – \$5.00 + 1 – \$10.00	\$20	201,600
2 – \$10.00	\$20	201,600
1 – \$20.00	\$20	100,800
10 – \$5.00	\$50	11,550
6 – \$5.00 + 1 – \$20.00	\$50	11,550
5 – \$10.00	\$50	11,550
2 – \$20.00 + 1 – \$10.00	\$50	11,550
1 – \$50.00	\$50	11,550
20 – \$5.00	\$100	10,500
10 – \$10.00	\$100	10,500
5 – \$20.00	\$100	10,500
1 – \$10.00 + 2 – \$20.00 + 1 – \$50.00	\$100	10,500
1 – \$100	\$100	10,500
20 – \$10.00	\$200	3,150
10 – \$20.00	\$200	2,940
1 – \$10.00 + 2 – \$20.00 + 3 – \$50.00	\$200	2,940
15 – \$20.00 + 4 – \$50.00	\$500	420
10 – \$50.00	\$500	420
6 – \$50.00 + 2 – \$100	\$500	420
5 – \$100	\$500	420
1 – \$500	\$500	420
20 – \$50.00	\$1,000	420

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10 – \$50.00 + 5 – \$100	\$1,000	210
10 – \$100	\$1,000	210
5 – \$200	\$1,000	210
1 – \$1,000	\$1,000	210
5 – \$100 + 10 – \$200 + 5 – \$500	\$5,000	42
1 – \$5,000	\$5,000	42
20 – \$500	\$10,000	84
1 – \$10,000	\$10,000	42
1 – \$250,000	\$250,000	10

(State Lottery Commission; 65 IAC 4-342-6; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3087, eff Jun 11, 2004)

65 IAC 4-342-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately five million (5,000,000) scratch-off tickets will be initially available for scratch-off game number 706.

(b) The odds of winning a prize with a scratch-off ticket in scratch-off game number 706 are approximately 1 in 3.50.

(c) All reorders of tickets for scratch-off game number 706 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-342-7; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3087, eff Jun 11, 2004)

65 IAC 4-342-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of scratch-off game 706 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any scratch-off ticket retailer. (State Lottery Commission; 65 IAC 4-342-8; emergency rule filed Jun 9, 2004, 1:05 p.m.: 27 IR 3088, eff Jun 11, 2004)

Rule 343. Scratch-Off Game 715 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 344. Scratch-Off Game 662

65 IAC 4-344-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 662, Monte Carlo". (State Lottery Commission; 65 IAC 4-344-1; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4026, eff Jul 16, 2004)

65 IAC 4-344-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 2. Scratch-off tickets in scratch-off game number 662 shall sell for seven dollars (\$7) per ticket. (*State Lottery Commission; 65 IAC 4-344-2; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4026, eff Jul 16, 2004*)

65 IAC 4-344-3 Scratch-off ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each scratch-off ticket in scratch-off game number 662 shall contain forty-seven (47) play symbols and play symbol captions arranged among four (4) separate and independent game play data areas each concealed under a spot of latex material.

(b) The game play data area on the upper portion of each scratch-off ticket shall be labeled "GAME 1" and contain sixteen (16) play symbols and play symbol captions arranged among five (5) separate hands labeled "HAND 1", "HAND 2", "HAND 3", "HAND 4", and "HAND 5", respectively. One (1) play symbol and play symbol caption shall appear in the "DEALER'S TOTAL" area.

(c) The game play data area in the middle portion of each scratch-off ticket shall be labeled "GAME 2" and shall contain sixteen (16) play symbols and play symbol captions arranged among four (4) separate rows labeled "PULL 1", "PULL 2", "PULL 3", and "PULL 4", respectively. Each row shall contain three (3) play symbols and play symbol captions representing pictures and one (1) play symbol and play symbol caption representing a prize amount.

(d) The game play data area at the bottom right portion of each scratch-off ticket shall be labeled "GAME 3" and shall contain fourteen (14) play symbols and play symbol captions. Two (2) play symbols and play symbol captions representing numbers shall appear in the area labeled "LUCKY COINS". Twelve (12) play symbols and play symbol captions shall appear in the large area [sic., area] labeled "YOUR COINS" and be arranged in pairs of numbers, or pictures and prize amounts.

(e) The game play data area at the bottom left portion of each scratch-off ticket shall be labeled "GAME 4" and shall contain one (1) play symbol and play caption in the "WIN A TRIP TO MONTE CARLO IN LAS VEGAS" area. (*State Lottery Commission; 65 IAC 4-344-3; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4026, eff Jul 16, 2004*)

65 IAC 4-344-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$4.00
FOUR
- (3) \$5.00
FIVE
- (4) \$7.00
SEVEN
- (5) \$8.00
EIGHT
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY
- (8) \$40.00
FORTY
- (9) \$50.00
FIFTY
- (10) \$70.00
SEVENTY

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- (11) \$100
ONE HUN
(12) \$500
FIVE HUN
(13) \$1,000
ONE THOU
(14) \$7,000
SVN THOU
(15) \$15,000
FTN THOU
(16) \$150,000
HUNFTY THOU

(b) The play symbols and play symbol captions appearing in “GAME 1”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- | | |
|------|-----------|
| (1) | 2
TWO |
| (2) | 3
THR |
| (3) | 4
FOR |
| (4) | 5
FIV |
| (5) | 6
SIX |
| (6) | 7
SVN |
| (7) | 8
EGT |
| (8) | 9
NIN |
| (9) | 10
TEN |
| (10) | J
JCK |
| (11) | Q
QUN |
| (12) | K
KNG |
| (13) | A
ACE |
- (14) 16
SXTN
(15) 17
SVTN
(16) 18
EGHTN
(17) 19
NTNTN
(18) 20
TWTY

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(c) The play symbols and play symbol captions appearing in the “GAME 2”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) A picture of cherries
CHRY
- (2) A picture of an orange
ORG
- (3) A picture of a dollar sign
MONY
- (4) A picture of a star
STAR
- (5) A picture of a bell
BELL
- (6) A picture of a 7
SVN
- (7) A picture of a bar
BAR
- (8) A picture of a pot of gold
GOLD

(d) The play symbols and play symbol captions appearing in the “GAME 3”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) \$\$
WIN

(e) The play symbols and play symbol captions appearing in the “GAME 4” shall consist of the following possible play symbols and play symbol captions:

- (1) TRY
AGAIN
- (2) TRIP
WIN

(State Lottery Commission; 65 IAC 4-344-4; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4026, eff Jul 16, 2004)

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65 IAC 4-344-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in scratch-off game number 662 shall remove the latex material covering the forty-eight (48) play symbols and play symbol captions.

(b) In the "GAME 1" play data area, if the play symbol and play symbol caption exposed in "HAND 1", "HAND 2", "HAND 3", "HAND 4", or "HAND 5" has a higher value than the play symbol and play symbol caption exposed in the "DEALER'S TOTAL" area, the holder is entitled to the corresponding prize amount for that hand. If the play symbol and play symbol caption exposed in "HAND 1", "HAND 2", "HAND 3", "HAND 4", or "HAND 5" totals twenty-one (21), the holder is entitled to double the prize amount for that hand. If the play symbols and play symbol captions exposed in the "DEALER'S TOTAL" has a higher value than twenty-one (21) (referred to in this rule as "dealer busts"), the holder is entitled to all five (5) paired prizes. Play symbols and play symbol captions representing playing cards are valued in descending order with aces as the high cards and face cards valued at ten (10).

(c) In the "GAME 2" play data area, if three (3) matching play symbols and play symbol captions are exposed in "PULL 1", "PULL 2", "PULL 3", or "PULL 4", the holder is entitled to the corresponding prize for that row. If three (3) matching play symbols and play symbol captions of a "pot of gold" are exposed, the holder is entitled to a prize double the corresponding prize amount.

(d) In the "GAME 3" play data area, if the play symbols and play symbol captions in the "YOUR COINS" area match any of the play symbols and play symbol captions in the "LUCKY COINS" area, the holder is entitled to the paired prize amount. If the play symbol "\$\$" is exposed in the "YOUR COINS" area, the holder is automatically entitled to the paired prize amount.

(e) In the "GAME 4" play data area, if the play symbol and play symbol caption "TRIP" is exposed, the holder is entitled to a Las Vegas trip which includes four (4) days and three (3) nights for two (2) at the Monte Carlo Hotel. Included in the prize package is round trip coach airfare for two (2) and transfer to and from the hotel. (*State Lottery Commission; 65 IAC 4-344-5; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4027, eff Jul 16, 2004*)

65 IAC 4-344-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in scratch-off game number 662 are as follows:

Number of Winning Plays and Prize Amount Play Symbols	Prize Amount	Approximate Number of Winners
1 – \$7.00	\$7	216,000
5 – \$2.00 (dealer busts)	\$10	86,400
5 – \$2.00	\$10	43,200
1 – \$10.00	\$10	43,200
1 – \$5.00 double + 1 – \$5.00	\$15	64,800
3 – \$5.00	\$15	21,600
5 – \$4.00 (dealer busts)	\$20	10,800
1 – \$10.00 double	\$20	10,800
1 – \$10.00 + 1 – \$10.00 with \$\$	\$20	10,800
1 – \$20.00	\$20	10,800
4 – \$10.00	\$40	6,012
6 – \$5.00 + 1 – \$10.00	\$40	5,994
1 – \$40.00	\$40	5,994
5 – \$7.00 (dealer busts) + 1 – \$7.00 + 1 – \$8.00	\$50	2,034
3 – \$5.00 double + 1 – \$20.00	\$50	2,034
3 – \$10.00 – 1 – \$20.00 with \$\$	\$50	2,016
1 – \$50.00	\$50	2,016
6 – \$5.00 + 10 – \$7.00	\$100	2,412

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5 – \$10.00 (dealer busts) + 4 – \$20.00 + 3 – \$10.00	\$100	2,394
1 – \$50.00 double	\$100	2,394
5 – \$10.00 (dealer busts) + 4 – \$5.00 + 6 – \$50.00 + 1 – \$70.00	\$500	450
1 – \$500	\$500	450
5 – \$100 (dealer busts) + 3 – \$100 + 1 – \$50.00 double + 2 – \$50.00	\$1,000	90
1 – \$100 double + 2 – \$50.00 double + 6 – \$100.00	\$1,000	72
1 – \$1,000	\$1,000	72
1 – TRIP	\$4,543.34	260
1 – \$15,000	\$15,000	8
2 – \$7,000 + 1 – \$1,000	\$15,000	8
1 – \$150,000	\$150,000	8

(State Lottery Commission; 65 IAC 4-344-6; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4028, eff Jul 16, 2004)

65 IAC 4-344-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately two million (2,000,000) scratch-off tickets initially available in scratch-off game number 662.

(b) The odds of winning a prize in scratch-off game number 662 are approximately 1 in 3.91.

(c) All reorders of tickets for scratch-off game number 662 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-344-7; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4028, eff Jul 16, 2004)

65 IAC 4-344-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of scratch-off game 662 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any scratch-off ticket retailer. (State Lottery Commission; 65 IAC 4-344-8; emergency rule filed Jul 14, 2004, 12:36 p.m.: 27 IR 4029, eff Jul 16, 2004)

Rule 345. Instant Game 348 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 346. Scratch-Off Game 702 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829)

Rule 347. Scratch-Off Game 698

65 IAC 4-347-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 698, \$54,000,000 Extravaganza". (State Lottery Commission; 65 IAC 4-347-1; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3584, eff Jul 9, 2004)

65 IAC 4-347-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Scratch-off tickets in scratch-off game number 698 shall sell for twenty dollars (\$20) per ticket. *(State Lottery Commission; 65 IAC 4-347-2; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3584, eff Jul 9, 2004)*

65 IAC 4-347-3 Scratch-off ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. Each scratch-off ticket in scratch-off game number 698 shall contain forty-eight (48) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Eight (8) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" arranged in pairs representing numbers or pictures and prize amounts. *(State Lottery Commission; 65 IAC 4-347-3; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3584, eff Jul 9, 2004)*

65 IAC 4-347-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions in scratch-off game number 698, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN

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- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN
- (20) 20
TWY
- (21) 21
TWN
- (22) 22
TWT
- (23) 23
TWR
- (24) 24
TWF
- (25) 25
TWV
- (26) 26
TWS
- (27) 27
TSN
- (28) 28
TWE
- (29) 29
TNI
- (30) 30
TTY
- (31) 31
THO
- (32) 32
THT
- (33) 33
TTH
- (34) 34
TTF
- (35) 35
THF
- (36) 36
THS
- (37) 37
TTS
- (38) 38
THE
- (39) 39
THN
- (40) 40

FRY

(41) 41

FRO

(42) 42

FRT

(43) 43

FTH

(44) 44

FRF

(45) 45

FRV

(46) 46

FRS

(47) 47

FSN

(48) 48

FRE

(49) 49

FNI

(50) 50

FTY

(51) 51

FYO

(52) 52

FYT

(53) 53

FYH

(54) 54

FYF

(55) 55

FYV

(56) 56

FYS

(57) 57

FYN

(58) 58

FYE

(59) 59

FNN

(60) 60

SXY

(61) A picture of a money roll

WIN

(b) The play symbols and play symbol captions representing prize amounts in scratch-off game number 698 shall consist of the following possible play symbols and play symbol captions:

(1) \$5.00

FIVE

(2) \$10.00

TEN

(3) \$20.00

TWENTY

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- (4) \$25.00
TWY FIVE
- (5) \$40.00
FORTY
- (6) \$50.00
FIFTY
- (7) \$100
ONE HUN
- (8) \$200
TWO HUN
- (9) \$500
FIVE HUN
- (10) \$1,000
ONE THOU
- (11) \$10,000
TEN THOU
- (12) \$50,000
FTY THOU
- (13) \$100,000
HUN THOU
- (14) \$1,000,000
ONE MIL

(State Lottery Commission; 65 IAC 4-347-4; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3584, eff Jul 9, 2004)

65 IAC 4-347-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The holder of a ticket in scratch-off game number 698 shall remove the latex material covering the forty-eight (48) play symbols and play symbol captions. If one (1) or more of "YOUR NUMBERS" match any of the "WINNING NUMBERS", the holder is entitled to the prize amount paired with the matched number. If the play symbol of a picture of a money roll with the play symbol caption "WIN" is exposed in the "YOUR NUMBERS" area, the player is automatically entitled to the paired prize amount. *(State Lottery Commission; 65 IAC 4-347-5; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3586, eff Jul 9, 2004)*

65 IAC 4-347-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The number of matches, paired prize amount play symbols, total prize amounts, and number of winners in scratch-off game number 698 are as follows:

Number of Matches and Paired Prize Amount Play Symbols	Total Prize Amount	Approximate Number of Winners
2 – \$10.00	\$20	288,000
1 – \$20.00	\$20	288,000
1 – \$5.00 + 2 – \$10.00	\$25	144,000
1 – \$25.00	\$25	144,000
2 – \$5.00 + 3 – \$10.00	\$40	72,000
4 – \$10.00	\$40	36,000
1 – \$40.00	\$40	36,000
10 – \$5.00	\$50	36,000
5 – \$10.00	\$50	18,000

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1 – \$50.00	\$50	18,000
20 – \$5.00	\$100	36,000
10 – \$10.00	\$100	18,000
1 – \$100	\$100	18,000
20 – \$10.00	\$200	5,580
10 – \$20.00	\$200	5,580
1 – \$10.00 + 2 – \$20.00 + 3 – \$50.00	\$200	5,580
4 – \$50.00	\$200	5,580
1 – \$200	\$200	5,580
15 – \$20.00 + 4 – \$50.00	\$500	900
10 – \$50.00	\$500	900
6 – \$50.00 + 2 – \$100	\$500	750
5 – \$100	\$500	750
1 – \$500	\$500	720
20 – \$50.00	\$1,000	600
10 – \$50.00 + 5 – \$100	\$1,000	600
10 – \$100	\$1,000	420
5 – \$200	\$1,000	390
1 – \$1,000	\$1,000	390
20 – \$500	\$10,000	180
1 – \$10,000	\$10,000	180
2 – \$50,000	\$100,000	5
1 – \$100,000	\$100,000	5
1 – \$1,000,000	\$1,000,000	6

(State Lottery Commission; 65 IAC 4-347-6; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3586, eff Jul 9, 2004)

65 IAC 4-347-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately three million six hundred thousand (3,600,000) scratch-off tickets initially available in scratch-off game number 698.

(b) The odds of winning a prize in scratch-off game number 698 are approximately 1 in 3.03.

(c) All reorders of tickets for scratch-off game number 698 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-347-7; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3587, eff Jul 9, 2004)*

65 IAC 4-347-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of scratch-off 710 [*sic.*, 698] within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-347-8; emergency rule filed Jul 8, 2004, 2:20 p.m.: 27 IR 3587, eff Jul 9, 2004)*

Rule 348. Scratch-Off Game 726 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829)

Rule 349. Scratch-Off Game 734 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829, eff Dec 1, 2005)

Rule 350. Scratch-Off Game Number 729

65 IAC 4-350-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 729, Animal Crossword". *(State Lottery Commission; 65 IAC 4-350-1; emergency rule filed Sep 8, 2004, 10:15 a.m.: 28 IR 229, eff Sep 24, 2004)*

65 IAC 4-350-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Scratch-off tickets in scratch-off game number 729 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-350-2; emergency rule filed Sep 8, 2004, 10:15 a.m.: 28 IR 229, eff Sep 24, 2004)*

65 IAC 4-350-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Each scratch-off ticket in scratch-off game number 729 shall contain eighteen (18) play symbols in the game play data area all concealed under a large spot of latex material. A large box on the left side of each ticket shall contain a crossword grid filled in with a random array of alphabetic letters. A chart labeled "PRIZE LEGEND" shall appear to the right of the crossword grid and shall contain a table setting forth prize requirements and amounts. A box labeled "YOUR LETTERS" shall appear above the crossword grid and shall contain eighteen (18) play symbols representing alphabetic letters.

(b) The possible play symbols appearing in the box labeled "YOUR LETTERS" shall be randomly selected from the twenty-six (26) letters of the English alphabet. Each such letter shall be expressed as a capital letter. *(State Lottery Commission; 65 IAC 4-350-3; emergency rule filed Sep 8, 2004, 10:15 a.m.: 28 IR 229, eff Sep 24, 2004)*

65 IAC 4-350-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in scratch-off game number 729 shall remove the latex material covering the eighteen (18) play symbols in the "YOUR LETTERS" box. The holder must then remove the latex material from all letters on the crossword grid that match those exposed in the "YOUR LETTERS" box and determine whether the newly exposed letters form words. If at least four (4) words are formed from the newly exposed letters, the holder is entitled to the prize identified on the "PRIZE LEGEND".

(b) In scratch-off game number 729, letters combined to form words on the crossword grid must appear in an unbroken horizontal or vertical sequence. For purposes of this document, a word must contain at least two (2) letters. Words cannot be formed by linking letters diagonally or reading right to left or bottom to top.

(c) If four (4) or more words are formed, the holder is entitled only to the highest prize identified on the "PRIZE LEGEND" chart. Prizes are not cumulative.

(d) Prizes shall be available to holders of winning tickets in scratch-off game number 729 in accordance with the following:

Number of Words	Prize Amount	Approximate Number of Winners
4 words	\$2	360,000

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5 words	\$5	210,000
6 words	\$10	60,000
7 words	\$25	15,000
8 words	\$50	7,500
9 words	\$100	6,500
10 words	\$1,000	100
11 words	\$20,000	6

(State Lottery Commission; 65 IAC 4-350-4; emergency rule filed Sep 8, 2004, 10:15 a.m.: 28 IR 229, eff Sep 24, 2004)

65 IAC 4-350-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) scratch-off tickets initially available in scratch-off game number 729.

(b) The odds of winning a prize in scratch-off game number 729 are approximately 1 in 4.55.

(c) All reorders of tickets for scratch-off game number 729 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-350-5; emergency rule filed Sep 8, 2004, 10:15 a.m.: 28 IR 230, eff Sep 24, 2004)*

65 IAC 4-350-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. Players will have up to sixty (60) days from the end of scratch-off game number 729 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any scratch-off ticket retailer. *(State Lottery Commission; 65 IAC 4-350-6; emergency rule filed Sep 8, 2004, 10:15 a.m.: 28 IR 230, eff Sep 24, 2004)*

Rule 351. Instant Game 352 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 352. Scratch-Off Game 735 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829)

Rule 353. Scratch-Off Game 743

65 IAC 4-353-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 743, \$250,000 Cash Blast". *(State Lottery Commission; 65 IAC 4-353-1; emergency rule filed Dec 15, 2004, 12:25 p.m.: 28 IR 1492, eff Dec 17, 2004)*

65 IAC 4-353-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 2. Scratch-off tickets for scratch-off game number 743 shall sell for ten dollars (\$10) per ticket. (*State Lottery Commission; 65 IAC 4-353-2; emergency rule filed Dec 15, 2004, 12:25 p.m.: 28 IR 1492, eff Dec 17, 2004*)

65 IAC 4-353-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each scratch-off ticket in scratch-off game number 743 shall contain forty-six (46) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Six (6) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" arranged in pairs representing numbers or pictures and prize amounts.

(b) The play symbols and play symbol captions in scratch-off game number 743, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN

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- (20) 20
TWY
(21) 21
TWN
(22) 22
TWT
(23) 23
TWR
(24) 24
TWF
(25) 25
TWV
(26) 26
TWS
(27) 27
TSN
(28) 28
TWE
(29) 29
TNI
(30) 30
TTY
(31) 31
THO
(32) 32
THT
(33) 33
TTH
(34) 34
TTF
(35) 35
THF
(36) 36
THS
(37) 37
TTS
(38) 38
THE
(39) 39
THN
(40) 40
FRY
(41) 41
FRO
(42) 42
FRT
(43) 43
FTH
(44) 44
FRF
(45) 45

- FRV
- (46) 46
- FRS
- (47) 47
- FSN
- (48) 48
- FRE
- (49) 49
- FNI
- (50) 50
- FTY
- (51) 51
- FYO
- (52) 52
- FYT
- (53) 53
- FYH
- (54) 54
- FYF
- (55) 55
- FYV
- (56) 56
- FYS
- (57) 57
- FYN
- (58) 58
- FYE
- (59) 59
- FNN
- (60) 60
- SXY
- (61) A picture of a bill
- DOLLAR

(c) The play symbols and play symbol captions representing prize amounts in scratch-off game number 743 shall consist of the following possible play symbols and play symbol captions:

- (1) \$5.00
- FIVE
- (2) \$10.00
- TEN
- (3) \$15.00
- FIFTEEN
- (4) \$20.00
- TWENTY
- (5) \$50.00
- FIFTY
- (6) \$100
- ONE HUN
- (7) \$200
- TWO HUN
- (8) \$500
- FIVE HUN

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- (9) \$1,000
ONE THOU
- (10) \$10,000
TEN THOU
- (11) \$250,000
TWHNIFY THOU

(State Lottery Commission; 65 IAC 4-353-3; emergency rule filed Dec 15, 2004, 12:25 p.m.: 28 IR 1492, eff Dec 17, 2004)

65 IAC 4-353-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a scratch-off ticket for scratch-off game 743 shall remove the latex material covering the forty-six (46) play symbols and play symbol captions. If any of "YOUR NUMBERS" match any of the "WINNING NUMBERS", the holder is entitled to the paired prize amount. If the play symbol of a bill with the play symbol caption "DOLLAR" is exposed, the holder is automatically entitled to the paired prize amount. *(State Lottery Commission; 65 IAC 4-353-4; emergency rule filed Dec 15, 2004, 12:25 p.m.: 28 IR 1494, eff Dec 17, 2004)*

65 IAC 4-353-5 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The prize amounts and number of winners in scratch-off game number 743 are as follows:

Number of Matches and Paired Prize Amount Play Symbols	Total Prize Amount	Approximate Number of Winners
1 – \$5.00 + 1 – \$5.00 with dollar	\$10	403,200
1 – \$10.00	\$10	302,400
1 – \$5.00 + 1 – \$10.00 with dollar	\$15	100,800
1 – \$15.00	\$15	100,800
2 – \$5.00 + 1 – \$10.00 with dollar	\$20	201,600
2 – \$10.00	\$20	201,600
1 – \$20.00	\$20	100,800
10 – \$5.00	\$50	10,080
1 – \$50.00 with dollar	\$50	10,080
5 – \$10.00	\$50	10,080
2 – \$20.00 + 1 – \$10.00 with dollar	\$50	10,080
1 – \$50.00	\$50	10,080
20 – \$5.00	\$100	10,500
10 – \$10.00	\$100	10,500
5 – \$20.00	\$100	10,500
1 – \$10.00 with dollar + 2 – \$20.00 + 1 – \$50.00	\$100	10,500
1 – \$100	\$100	10,500
20 – \$10.00	\$200	3,150
10 – \$20.00	\$200	2,940
1 – \$10.00 + 2 – \$20.00 + 1 – \$50.00 + 1 – \$100 with dollar	\$200	2,940
4 – \$50.00	\$200	2,940
1 – \$200	\$200	2,940
10 – \$20.00 + 3 – \$100	\$500	420
10 – \$50.00	\$500	420

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6 – \$50.00 + 1 – \$200	\$500	420
5 – \$100	\$500	420
1 – \$500	\$500	420
20 – \$50.00	\$1,000	336
10 – \$50.00 + 1 – \$500 with dollar	\$1,000	210
10 – \$100	\$1,000	210
5 – \$200	\$1,000	210
1 – \$1,000	\$1,000	210
20 – \$500	\$10,000	84
1 – \$10,000	\$10,000	42
1 – \$250,000	\$250,000	10

(State Lottery Commission; 65 IAC 4-353-5; emergency rule filed Dec 15, 2004, 12:25 p.m.: 28 IR 1494, eff Dec 17, 2004)

65 IAC 4-353-6 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) A total of approximately five million (5,000,000) scratch-off tickets will be initially available for scratch-off game number 743.

(b) The odds of winning a prize with a scratch-off ticket in scratch-off game number 743 are approximately 1 in 3.29.

(c) All reorders of tickets for scratch-off game number 743 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-353-6; emergency rule filed Dec 15, 2004, 12:25 p.m.: 28 IR 1495, eff Dec 17, 2004)

65 IAC 4-353-7 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. Players will have up to sixty (60) days from the end of scratch-off game 743 within which to claim their prizes. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any scratch-off ticket retailer. (State Lottery Commission; 65 IAC 4-353-7; emergency rule filed Dec 15, 2004, 12:25 p.m.: 28 IR 1495, eff Dec 17, 2004)

Rule 354. Instant Game 356 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 355. Scratch-Off Game 755 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829)

Rule 356. Scratch-Off Game 765

65 IAC 4-356-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 765, Texas Hold 'Em". (State Lottery Commission; 65 IAC 4-356-1; emergency rule filed Apr 29, 2005, 1:30 p.m.: 28 IR 2734)

65 IAC 4-356-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 2. Scratch-off tickets in scratch-off game number 765 shall sell for five dollars (\$5) per ticket. (*State Lottery Commission; 65 IAC 4-356-2; emergency rule filed Apr 29, 2005, 1:30 p.m.: 28 IR 2734*)

65 IAC 4-356-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 3. (a) Each scratch-off ticket in scratch-off game number 765 shall contain fifty (50) play symbols in the game play data area all concealed under a large spot of latex material. There shall be five (5) separate and independent games labeled "DEAL 1", "DEAL 2", "DEAL 3", "DEAL 4", and "DEAL 5", respectively. Nine (9) of the play symbols and play symbol captions in each game shall represent standard playing cards with two (2) appearing in the area labeled "YOUR 2 CARDS", two (2) appearing in the area labeled "THEIR 2 CARDS", and five (5) appearing in the area labeled "COMMUNITY CARDS". Each game shall also contain one (1) play symbol and play symbol [*sic.*] representing a prize amount appearing in the area labeled "PRIZE".

(b) The play symbols, reflecting suits and faces associated with standard playing cards, and play symbol captions, reflecting abbreviations for the foregoing, that appear in scratch-off game number 765 shall consist of the following possible play symbols and play symbol captions:

- (1) A playing card with ♠ and the number 2
TWS
- (2) A playing card with ♠ and the number 3
THS
- (3) A playing card with ♠ and the number 4
FRS
- (4) A playing card with ♠ and the number 5
FVS
- (5) A playing card with ♠ and the number 6
SXS
- (6) A playing card with ♠ and the number 7
SNS
- (7) A playing card with ♠ and the number 8
ETS
- (8) A playing card with ♠ and the number 9
NIS
- (9) A playing card with ♠ with the number 10
TNS
- (10) A playing card with ♠ with the letter "J"
JKS
- (11) A playing card with ♠ with the letter "Q"
QNS
- (12) A playing card with ♠ with the letter "K"
KGS
- (13) A playing card with ♠ with the letter "A"
ACS
- (14) A playing card with ♣ and the number 2
TWC
- (15) A playing card with ♣ and the number 3
THC
- (16) A playing card with ♣ and the number 4

- FRC
(17) A playing card with ♣ and the number 5
FVC
(18) A playing card with ♣ and the number 6
SXC
(19) A playing card with ♣ and the number 7
SNC
(20) A playing card with ♣ and the number 8
ETC
(21) A playing card with ♣ and the number 9
NIC
(22) A playing card with ♣ with the number 10
TNC
(23) A playing card with ♣ with the letter "J"
JKC
(24) A playing card with ♣ with the letter "Q"
QNC
(25) A playing card with ♣ with the letter "K"
KGC
(26) A playing card with ♣ with the letter "A"
ACC
(27) A playing card with ♦ and the number 2
TWD
(28) A playing card with ♦ and the number 3
THD
(29) A playing card with ♦ and the number 4
FRD
(30) A playing card with ♦ and the number 5
FVD
(31) A playing card with ♦ and the number 6
SXD
(32) A playing card with ♦ and the number 7
SND
(33) A playing card with ♦ and the number 8
ETD
(34) A playing card with ♦ and the number 9
NID
(35) A playing card with ♦ with the number 10
TND
(36) A playing card with ♦ with the letter "J"
JKD
(37) A playing card with ♦ with the letter "Q"
QND
(38) A playing card with ♦ with the letter "K"
KGD
(39) A playing card with ♦ with the letter "A"
ACD
(40) A playing card with ♥ and the number 2
TWH
(41) A playing card with ♥ and the number 3
THH

- (42) A playing card with ♥ and the number 4
FRH
- (43) A playing card with ♥ and the number 5
FVH
- (44) A playing card with ♥ and the number 6
SXH
- (45) A playing card with ♥ and the number 7
SNH
- (46) A playing card with ♥ and the number 8
ETH
- (47) A playing card with ♥ and the number 9
NIH
- (48) A playing card with ♥ with the number 10
TNH
- (49) A playing card with ♥ with the letter “J”
JKH
- (50) A playing card with ♥ with the letter “Q”
QNH
- (51) A playing card with ♥ with the letter “K”
KGH
- (52) A playing card with ♥ with the letter “A”
ACH

(c) The play symbols and play symbol captions representing prize amounts in scratch-off game number 765 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$10.00
TEN
- (6) \$15.00
FIFTEEN
- (7) \$20.00
TWENTY
- (8) \$25.00
TWY FIVE
- (9) \$40.00
FORTY
- (10) \$50.00
FIFTY
- (11) \$100
ONE HUN
- (12) \$200
TWO HUN
- (13) \$500
FIVE HUN
- (14) \$1,000

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- ONE THOU
(15) \$2,000
TWO THOU
(16) \$5,000
FIVE THOU
(17) \$10,000
TEN THOU
(18) \$100,000
HUN THOU

(State Lottery Commission; 65 IAC 4-356-3; emergency rule filed Apr 29, 2005, 1:30 p.m.: 28 IR 2734)

65 IAC 4-356-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a valid scratch-off ticket in scratch-off game number 765 shall remove the latex material covering the fifty (50) play symbols.

(b) In each game, the holder shall combine the "YOUR 2 CARDS" play symbols with the "COMMUNITY CARDS" play symbols and determine the best five-card poker hand. The holder shall also combine the "THEIR 2 CARDS" play symbols with the "COMMUNITY CARDS" play symbols and determine the best five-card poker hand. If the best five-card poker hand with "YOUR 2 CARDS" beats the best five-card poker hand with "THEIR 2 CARDS", the holder wins the prize amount shown in the area labeled "PRIZE" in the associated game. The best five-card poker hands from among the possible play symbols and play symbol captions are set forth on the back of each scratch-off ticket in scratch-off game number 765 and are ranked worst to best as follows:

- (1) One Pair – Two (2) play symbols with the same face value but from different suits.
- (2) Two Pair – Two (2) sets of two (2) play symbols with each set consisting of two (2) play symbols with the same face value but from different suits.
- (3) Three of a Kind – Three (3) play symbols with the same face value but from different suits.
- (4) Straight – Five (5) play symbols with consecutively increasing values in any suit.
- (5) Flush – Any five (5) play symbols of the same suit.
- (6) Full House – Three (3) play symbols with the same face value but from different suits and two (2) play symbols with the same face value but from different suits (one (1) Three of a Kind and one (1) Two of a Kind).
- (7) Four of a Kind – Four (4) play symbols with the same face value but from different suits.
- (8) Straight Flush – Five (5) play symbols with consecutively increasing values in the same suit.
- (9) Royal Flush – Five (5) play symbols with the ten (10), Jack, Queen, King, and Ace, respectively, of the same suit.

(c) Play symbols have the value designated on the face of the play symbols except that those representing jacks, queens, kings, and aces, respectively, shall be treated as having consecutively increasing values. A holder of valid scratch-off game number 765 may win multiple hands, but only one (1) prize per separate and independent game on a scratch-off ticket. *(State Lottery Commission; 65 IAC 4-356-4; emergency rule filed Apr 29, 2005, 1:30 p.m.: 28 IR 2736)*

65 IAC 4-356-5 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The number of winning games, prize symbols, prize amounts, and approximate number of winners in scratch-off game number 765 are as follows:

Number of Winning Games and Associated Prize Play Symbols	Prize Amount	Approximate Number of Winners
5 – \$1.00	\$5	285,600
1 – \$5.00	\$5	163,200
5 – \$2.00	\$10	204,000
2 – \$5.00	\$10	81,600
1 – \$10.00	\$10	81,600

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1 – \$5.00 + 1 – \$10.00	\$15	20,400
1 – \$15.00	\$15	20,400
1 – \$20.00	\$20	10,200
4 – \$5.00	\$20	20,400
5 – \$4.00	\$20	40,800
2 – \$10.00	\$20	10,200
2 – \$5.00 + 3 – \$10.00	\$40	17,000
2 – \$10.00 + 1 – \$20.00	\$40	8,500
1 – \$40.00	\$40	8,500
2 – \$25.00	\$50	2,550
5 – \$10.00	\$50	3,740
1 – \$10.00 + 2 – \$20.00	\$50	2,550
1 – \$10.00 + 1 – \$40.00	\$50	2,550
1 – \$50.00	\$50	2,550
2 – \$50.00	\$100	5,440
5 – \$20.00	\$100	5,440
2 – \$25.00 + 1 – \$50.00	\$100	3,400
4 – \$25.00	\$100	3,440
1 – \$100	\$100	3,440
5 – \$100	\$500	1,020
1 – \$500	\$500	1,020
2 – \$500	\$1,000	102
5 – \$200	\$1,000	102
1 – \$1,000	\$1,000	102
5 – \$2,000	\$10,000	5
2 – \$5,000	\$10,000	5
1 – \$10,000	\$10,000	5
1 – \$100,000	\$100,000	4

(State Lottery Commission; 65 IAC 4-356-5; emergency rule filed Apr 29, 2005, 1:30 p.m.: 28 IR 2736)

65 IAC 4-356-6 Number of tickets, odds, and reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) There shall be approximately four million (4,000,000) scratch-off tickets initially available in scratch-off game number 765.

(b) The odds of winning a prize in scratch-off game number 765 are approximately 1 in 4.04.

(c) All reorders of tickets for scratch-off game number 765 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-356-6; emergency rule filed Apr 29, 2005, 1:30 p.m.: 28 IR 2737)

65 IAC 4-356-7 Second-chance drawing

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) The director or the director's designee shall promulgate rules and procedures to govern four (4) second-chance drawings from among qualified entries which will take place on or about May 26, 2005, June 23, 2005, July 21, 2005, with the final drawing to occur on a date determined by the director. Players may enter one (1) or more of the second-chance drawings by mailing

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one (1) nonwinning scratch-off ticket in scratch-off game number 765 in an envelope no larger than 9½" × 4½" to Texas Hold 'Em Second Chance Drawing, PMB 339, 3129 25th Street, Columbus, IN 47203 before the deadlines designated in the drawing procedures. The back of each such scratch-off ticket must contain the player's name, address, and telephone number, if any. Alternatively, players who join or who are already members of the Lotto Fun Club may enter the second-chance drawings online at www.hoosierlottery.com by clicking on the Texas Hold 'Em EZ ENTRY image and following the directions. There is no limit on the number of times a player may enter a second-chance drawing but a single scratch-off ticket may be the source of only one (1) entry or prize. Any entries received after the last drawing date will be ineligible and destroyed. Detailed rules and procedures are available at www.hoosierlottery.com or upon written request.

(b) Each of the four (4) Hold 'Em Poker second-chance drawings shall award the winner one (1) prize from among the following as described more particularly in the drawing procedures:

(1) A vacation package for the winner and one (1) guest to the World Series of Poker® tournament of the winner's choice in the continental United States. The trip package shall include:

(A) round-trip coach flight reservations for two (2) adults to tournament location;

(B) double occupancy hotel reservations for two (2) adults for a six (6) night and seven (7) day stay at the tournament location;

(C) up to a ten thousand dollar (\$10,000) buy-in for a seat at the selected World Series of Poker® tournament;

(D) one thousand dollars (\$1,000) in spending money;

(E) two (2) tickets to watch the finals in the tournament location;

(F) payment on the winner's behalf of federal income withholding taxes attributable to the gross prize value prize at the rate of twenty-five percent (25%); and

(G) payment on the winner's behalf of state income withholding taxes attributable to the gross value *[sic.]* of the prize that exceeds on *[sic.]* thousand two hundred dollars (\$1,200) *[sic.]* rate of three and four-tenths percent (3.4%).

(2) At the commission's option, cash of fifteen thousand dollars (\$15,000) in lieu of the World Series of Poker® tournament trip.

(3) In the event a grand prize winner is less than twenty-one (21) years of age and consequently ineligible to participate in any World Series of Poker® tournaments, cash of fifteen thousand dollars (\$15,000).

(State Lottery Commission; 65 IAC 4-356-7; emergency rule filed Apr 29, 2005, 1:30 p.m.: 28 IR 2737)

65 IAC 4-356-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The last day to claim a prize in instant game number 765 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-356-8; emergency rule filed Apr 29, 2005, 1:30 p.m.: 28 IR 2738)*

Rule 357. (Reserved)

Rule 358. (Reserved)

Rule 359. Instant Game 363 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 360. (Reserved)

Rule 361. (Reserved)

Rule 362. (Reserved)

Rule 363. (Reserved)

Rule 364. Instant Game 366 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 365. (Reserved)

Rule 366. (Reserved)

Rule 367. Instant Game 369 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 368. (Reserved)

Rule 369. (Reserved)

Rule 370. (Reserved)

Rule 371. (Reserved)

Rule 372. (Reserved)

Rule 373. (Reserved)

Rule 374. (Reserved)

Rule 375. (Reserved)

Rule 376. (Reserved)

Rule 377. (Reserved)

Rule 378. (Reserved)

Rule 379. (Reserved)

Rule 380. (Reserved)

Rule 381. (Reserved)

Rule 382. (Reserved)

Rule 383. Instant Game 408 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 384. (Reserved)

Rule 385. (Reserved)

Rule 386. (Reserved)

Rule 387. (Reserved)

Rule 388. (Reserved)

Rule 389. (Reserved)

Rule 390. Instant Game 412 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 391. (Reserved)

Rule 392. (Reserved)

Rule 393. (Reserved)

Rule 394. (Reserved)

Rule 395. (Reserved)

Rule 396. (Reserved)

Rule 397. (Reserved)

Rule 398. (Reserved)

Rule 399. (Reserved)

Rule 400. (Reserved)

Rule 401. Instant Game 424 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 402. Instant Game 425 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 403. Instant Game 426 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 404. Instant Game 428 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 405. Instant Game 430 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 406. Instant Game 412 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 407. (Reserved)

Rule 408. Instant Game 437 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

- Rule 409. (Reserved)**
- Rule 410. (Reserved)**
- Rule 411. (Reserved)**
- Rule 412. (Reserved)**
- Rule 413. (Reserved)**
- Rule 414. (Reserved)**
- Rule 415. (Reserved)**
- Rule 416. (Reserved)**
- Rule 417. (Reserved)**
- Rule 418. (Reserved)**
- Rule 419. (Reserved)**
- Rule 420. (Reserved)**
- Rule 421. (Reserved)**
- Rule 422. (Reserved)**
- Rule 423. (Reserved)**
- Rule 424. (Reserved)**
- Rule 425. (Reserved)**
- Rule 426. (Reserved)**
- Rule 427. (Reserved)**
- Rule 428. (Reserved)**
- Rule 429. (Reserved)**
- Rule 430. (Reserved)**
- Rule 431. (Reserved)**
- Rule 432. (Reserved)**
- Rule 433. (Reserved)**

Rule 434. (Reserved)

Rule 435. (Reserved)

Rule 436. (Reserved)

Rule 437. Instant Game 438 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 438. Instant Game 454 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829)

Rule 439. Instant Game 393 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 440. Instant Game 395 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 441. Instant Game 587 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 442. Instant Game 687 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 443. Instant Game 504 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 444. Instant Game 499 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829)

Rule 445. Instant Game 537 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 446. Instant Game 199 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 447. Instant Game 548 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 448. Instant Game 583 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 449. (Reserved)

Rule 450. Instant Game 787 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 451. Instant Game 646 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Oct 24, 2005, 2:50 p.m.: 29 IR 829)

Rule 452. Instant Game 647

65 IAC 4-452-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 647, Hoosier Bingo". (*State Lottery Commission; 65 IAC 4-452-1; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1585*)

65 IAC 4-452-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 647 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-452-2; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1585*)

65 IAC 4-452-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 647 shall have four (4) separate and independent game play data areas with the game play data area in the upper right side of each instant ticket referred to as "CALLER'S CARD". The game play data area on each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. The "CALLER'S CARD" shall have twenty-four (24) play symbols arranged in a matrix of four (4) rows and six (6) columns. "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for "CALLER'S CARD" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62

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B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-452-3; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1585)

65 IAC 4-452-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 647 must remove the latex material covering the twenty-four (24) play symbols on the upper right side of the game play data area labeled "CALLER'S CARD". (State Lottery Commission; 65 IAC 4-452-4; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)

65 IAC 4-452-5 "Winning play" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, "winning play" means play symbols on "CARD 1", "CARD 2", "CARD 3", or "CARD 4", or a combination thereof, which match "CALLING CARD" play symbols in any of the following manners:

(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) One (1) play symbol in each corner.

(3) Eight (8) play symbols arranged from corner to corner in the form of an "X".

(b) There shall be no more than one (1) winning play in "CARD 1", "CARD 2", "CARD 3", or "CARD 4", respectively, on a single instant ticket in instant game 647. (State Lottery Commission; 65 IAC 4-452-5; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)

65 IAC 4-452-6 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. For purposes of instant game number 647, "pack" means a set of instant tickets each bearing a common pack number, fan-folder in strips of one (1) ticket. (State Lottery Commission; 65 IAC 4-452-6; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)

65 IAC 4-452-7 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The

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prize amounts and number of winners in instant game number 647 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1-5(a)(1)	\$2	189,000
CARD 2-5(a)(1)	\$3	277,200
CARD 1-5(a)(1) and CARD 2-5(a)(1)	\$5	88,200
CARD 3-5(a)(1)	\$10	37,800
CARD 4-5(a)(1)	\$25	12,600
CARD 1-5(a)(1), CARD 2-5(a)(1), and CARD 4-5(a)(1)	\$30	6,825
CARD 1-5(a)(1), CARD 2-5(a)(1), CARD 3-5(a)(1), and CARD 4-5(a)(1)	\$40	2,814
CARD 2-5(a)(2)	\$50	2,100
CARD 1-5(a)(3)	\$150	840
CARD 1-5(a)(2), CARD 3-5(a)(2), and CARD 4-5(a)(1)	\$200	525
CARD 2-5(a)(2) and CARD 1-5(a)(3)	\$200	315
CARD 1-5(a)(2), CARD 2-5(a)(2), CARD 3-5(a)(2), and CARD 4-5(a)(1)	\$250	126
CARD 2-5(a)(3)	\$250	84
CARD 4-5(a)(2)	\$250	84
CARD 3-5(a)(3)	\$1,000	42
CARD 4-5(a)(3)	\$10,000	7

(State Lottery Commission; 65 IAC 4-452-7; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)

65 IAC 4-452-8 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) A total of approximately two million five hundred thousand (2,500,000) instant tickets will be initially available for instant game number 647.

(b) The odds of winning a prize with an instant ticket in instant game number 647 are approximately 1 in 4.07. (State Lottery Commission; 65 IAC 4-452-8; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)

65 IAC 4-452-9 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. Players will have up to sixty (60) days from the end of instant game 647 within which to claim their prizes. The last day to claim a prize in instant game number 647 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-452-9; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1587)

Rule 453. Instant Game 625 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 8, 2004, 10:10 a.m.: 28 IR 227)

Rule 454. Scratch-Off Game 814

65 IAC 4-454-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this scratch-off game is "Scratch-Off Game Number 814, Double Crossword". (*State Lottery Commission; 65 IAC 4-454-1; emergency rule filed Oct 19, 2005, 1:45 p.m.: 29 IR 826*)

65 IAC 4-454-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Scratch-off tickets in scratch-off game number 814 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-454-2; emergency rule filed Oct 19, 2005, 1:45 p.m.: 29 IR 826*)

65 IAC 4-454-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Each scratch-off ticket in scratch-off game number 814 shall contain eighteen (18) play symbols and one (1) play symbol with a play symbol caption in the game play data area all concealed under a large spot of latex material. A large box on the left side of each ticket shall contain a crossword grid filled in with an array of alphabetic letters. A chart labeled "PRIZE LEGEND" shall appear to the right of the crossword grid and shall contain a table setting forth prize requirements and amounts. A box labeled "YOUR LETTERS" shall appear to the right of the "PRIZE LEGEND" and shall contain eighteen (18) play symbols representing alphabetic letters. One (1) play symbol and play symbol caption shall appear in the small box above "YOUR LETTERS" that is labeled "BONUS".

(b) The possible play symbols appearing in the box labeled "YOUR LETTERS" shall be randomly selected from the twenty-six (26) letters of the English alphabet. Each such letter shall be expressed as a capital letter.

(c) The play symbols and play symbol captions appearing in the box labeled "BONUS" shall consist of the following possible play symbols and play symbol captions:

- (1) 1X
1TIME
- (2) 2X
2TIMES

(*State Lottery Commission; 65 IAC 4-454-3; emergency rule filed Oct 19, 2005, 1:45 p.m.: 29 IR 826*)

65 IAC 4-454-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in scratch-off game number 814 shall remove the latex material covering the eighteen (18) play symbols in the "YOUR LETTERS" box and the play symbol and play symbol caption in the "BONUS" box. The holder must then remove the latex material from all letters on the crossword grid that match those exposed in the "YOUR LETTERS" box and determine whether the newly exposed letters form words. If at least four (4) words are formed from the newly exposed letters, the holder is entitled to the prize identified on the "PRIZE LEGEND".

(b) In scratch-off game number 814, letters combined to form words on the crossword grid must appear in an unbroken horizontal or vertical sequence. For purposes of this rule, a word must contain at least three (3) letters. Words cannot be formed by linking letters diagonally or reading right to left or bottom to top.

(c) If four (4) or more words are formed, the holder is entitled only to the highest prize identified on the "PRIZE LEGEND" chart. Prizes are not cumulative.

(d) Prizes shall be available to holders of winning tickets in scratch-off game number 814 in accordance with the following:

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Number of Words and Doubler	Prize Amount	Approximate Number of Winners
4 words	\$2	270,000
4 words + 2X	\$4	120,000
5 words	\$5	105,000
5 words + 2X	\$10	105,000
6 words	\$10	30,000
7 words	\$25	15,000
8 words	\$50	1,875
8 words + 2X	\$100	1,875
9 words	\$100	1,875
10 words	\$1,000	200
11 words	\$20,000	3

(State Lottery Commission; 65 IAC 4-454-4; emergency rule filed Oct 19, 2005, 1:45 p.m.: 29 IR 827)

65 IAC 4-454-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) scratch-off tickets initially available in scratch-off game number 814.

(b) The odds of winning a prize in scratch-off game number 814 are approximately 1 in 4.61.

(c) All reorders of tickets for scratch-off game number 814 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-454-5; emergency rule filed Oct 19, 2005, 1:45 p.m.: 29 IR 827)*

65 IAC 4-454-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in scratch-off game number 814 is sixty (60) days after the end of the game. Game end dates are available on the commission's web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any scratch-off ticket retailer. *(State Lottery Commission; 65 IAC 4-454-6; emergency rule filed Oct 19, 2005, 1:45 p.m.: 29 IR 827)*

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