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## TITLE 65 STATE LOTTERY COMMISSION

LSA Document #04-26(E)

### DIGEST

Adds 65 IAC 4-338 concerning instant game number 684. Effective January 23, 2004.

#### 65 IAC 4-338

SECTION 1. 65 IAC 4-338 IS ADDED TO READ AS FOLLOWS:

##### **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 (\$7) 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 “1<sup>st</sup> HAND”, “2<sup>nd</sup> HAND”, “3<sup>rd</sup> HAND”, “4<sup>th</sup> HAND”, “5<sup>th</sup> HAND”, “6<sup>th</sup> HAND”, “7<sup>th</sup> HAND”, “8<sup>th</sup> HAND”, “9<sup>th</sup> HAND”, “10<sup>th</sup> HAND” and “11<sup>th</sup> 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)*

#### **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:

<b>Number of Winning of [sic.] Prizes</b>	<b>Prize Amount</b>	<b>Approximate Number of Winners</b>
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.**

**(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](http://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)*

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