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TITLE 65 STATE LOTTERY COMMISSION

LSA Document #02-30(E)

DIGEST

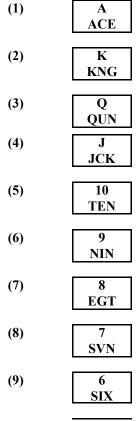
Temporarily adds rules concerning instant game number 572. Effective January 15, 2002.

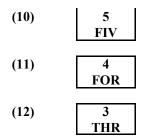
SECTION 1. The name of this instant game is "Instant Game Number 572, Joker's Wild".

SECTION 2. Instant tickets in instant game number 572 shall sell for one dollar (\$1) per ticket.

SECTION 3. (a) Each instant ticket in instant game number 572 shall contain eighteen (18) 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 shall be arranged in a matrix of three (3) rows and six (6) columns. The rows in the matrix shall be separate and independent games labeled "HAND 1", "HAND 2", and "HAND 3", respectively. Five (5) play symbols and play symbol captions representing playing cards shall appear in each row followed by a box labeled "PRIZE" which shall contain one (1) play symbol and play symbol caption representing a prize amount.

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





(13) A picture of a joker DBL

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

(1) \$1.00 ONE (2) 2.00TWO (3) \$5.00 FIVE (4) \$10.00 TEN (5) \$20.00 TWENTY (6) \$25.00 TWY FIVE (7) \$50.00 FIFTY (8) \$500 **FIVE HUN** (9) \$2,100 **TWY ONE HUN**

SECTION 4. (a) The holder of an instant ticket in instant game number 572 shall remove the latex material covering the eighteen (18) play symbols and play symbol captions. If a pair of matching play symbols and play symbol captions are exposed in one (1) or more hands, the holder is entitled to the corresponding prize amount for that row. If a play symbol representing a picture of a joker with the play symbol caption "DBL" is exposed in the same row as a matching pair, the holder is entitled to double the corresponding prize amount for that row. A holder may win up to three (3) times on a ticket.

(b) The number of winning rows and the associated prize amount play symbols, total prize amounts, and approximate number of winners in instant game number 572 are as follows:

Number of Winning		Approximate
Hands and Play	Total Prize	Number of
Symbols	Amount	Winners
1 – \$1.00	\$1	660,000
1 – \$1.00 with Joker	\$2	36,000
2 - \$1.00	\$2	24,000
1 - \$2.00	\$2	48,000
3-\$1.00	\$3	12,000
1 – \$5.00	\$5	48,000
1 – \$5.00 with Joker	\$10	12,000
2 - \$5.00	\$10	12,000

1 - \$10.00	\$10	12,000
3 - \$5.00	\$15	12,000
2 - \$5.00 + 1 - \$10	\$20	6,000
1 – \$10.00 with Joker	\$20	3,000
1 - \$20.00	\$20	3,000
3 - \$10.00	\$30	750
1 - \$10.00 + 1 - \$10.00	\$30	750
with Joker		
1 – \$25.00 with Joker	\$50	225
2 - \$25.00	\$50	225
1 - \$50.00	\$50	225
1 - \$500	\$500	75
1 – \$2,100	\$2,100	30

SECTION 5. (a) There shall be approximately three million six hundred thousand (3,600,000) instant tickets initially available in instant game number 572.

(b) The odds of winning a prize in instant game number 572 are approximately 1 in 4.04.

(c) All reorders of tickets for instant game number 572 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.

SECTION 6. The last day to claim a prize in instant game number 572 is January 31, 2003.

SECTION 7. SECTIONS 1 through 6 of this document expire on February 28, 2003.

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