\(\left.\begin{array}{|c|}\hline Document: Emergency Rule, Register Page Number: 25 IR 2261 \\

Source: April 1, 2002, Indiana Register, Volume 25, Number 7\end{array}\right]\)| Disclaimer: This document was created from the files used to produce the official (printed) Indiana Register. |
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## TITLE 65 STATE LOTTERY COMMISSION

LSA Document \#02-38(E)

## DIGEST

Temporarily adds rules concerning instant game number 574. Effective February 6, 2002.
SECTION 1. The name of this instant game is "Instant Game Number 574, Terrific 2's".
SECTION 2. Instant tickets in instant game number 574 shall sell for one dollar (\$1) per ticket.
SECTION 3. (a) Each instant ticket in instant game number 574 shall contain twelve (12) 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 appear in the area labeled "PLAY AREA" and be arranged in pairs representing numbers and prize amounts.
(b) The play symbols and play symbol captions in instant game number 574, 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
(c) The play symbols and play symbol captions representing prize amounts in instant game number 574 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) $\$ 8.00$

EIGHT
(5) $\$ 10.00$

TEN
(6) $\$ 20.00$

TWENTY
(7) $\$ 40.00$

FORTY
(8) $\$ 80.00$

EIGHTY
(9) $\$ 200$

TWO HUN

SECTION 4. The holder of a ticket in instant game number 574 shall remove the latex material covering the twelve (12) play symbols and play symbol captions. If the play symbol and play symbol caption associated with the number two (2) are exposed one (1) or more times in the "PLAY AREA", the holder is entitled to the paired prize amounts. A player may win up to six (6) times on an instant ticket in instant game number 574. The number of twos (2s), prize amounts, and number of winners in instant game number 574 are as follows:

| Number of Twos (2s) <br> and Paired Prize | Total <br> Prize | Approximate <br> Number of <br> Amount |
| :--- | :---: | :---: |
| Amounts | $\$ 1$ | $\mathbf{6 0 0 , 0 0 0}$ |
| $1-\$ 1.00$ | $\$ 2$ | $\mathbf{8 4 , 0 0 0}$ |
| $2-\$ 1.00$ | $\$ 2$ | $\mathbf{6 0 , 0 0 0}$ |
| $1-\$ 2.00$ | $\$ 4$ | $\mathbf{6 0 , 0 0 0}$ |
| $1-\$ 4.00$ | $\$ 6$ | $\mathbf{1 2 , 0 0 0}$ |
| $3-\$ 2.00$ | $\$ 8$ | $\mathbf{1 2 , 0 0 0}$ |
| $4-\$ 2.00$ | $\$ 8$ | $\mathbf{1 2 , 0 0 0}$ |
| $1-\$ 8.00$ | $\$ 12$ | $\mathbf{1 2 , 0 0 0}$ |
| $6-\$ 2.00$ | $\$ 16$ | $\mathbf{1 2 , 0 0 0}$ |
| $4-\$ 4.00$ | $\$ 40$ | $\mathbf{1 , 1 2 5}$ |
| $4-\$ 10.00$ | $\$ 40$ | $\mathbf{7 5 0}$ |
| $1-\$ 40.00$ | $\$ 80$ | $\mathbf{7 5 0}$ |
| $4-\$ 20.00$ | $\$ 80$ | $\mathbf{7 5 0}$ |
| $1-\$ 80.00$ | $\$ 200$ | $\mathbf{3 0 0}$ |
| $1-\$ 200$ | $\$ 600$ | 225 |
| $3-\$ 200$ |  |  |

SECTION 5. (a) There shall be approximately three million six hundred thousand $(\mathbf{3}, 600,000)$ instant tickets initially available in instant game number 574.
(b) The odds of winning a prize in instant game number 574 are approximately $\mathbf{1}$ in $\mathbf{4 . 1 5}$.
(c) All reorders of tickets for instant game number 574 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.

SECTION 6. The last day to claim a prize in instant game number 574 is February 28, 2003.

SECTION 7. SECTIONS 1 through 6 of this document expire March 31, 2003.
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