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TITLE 65 STATE LOTTERY COMMISSION
LSA Document \#02-99(E)
DIGEST
Temporarily adds rules concerning instant game number 594. Effective April 1, 2002.
SECTION 1. The name of this instant game is "Instant Game Number 594, Fantasy $4 \mathbf{s}$ ".
SECTION 2. Instant tickets in instant game number 594 shall sell for one dollar (\$1) per ticket.
SECTION 3. (a) Each instant ticket in instant game number 594 shall contain ten (10) play symbols and play symbol captions all concealed under a large spot of latex material. Nine (9) play symbols and play symbol captions shall appear in a matrix of three (3) rows and three (3) columns. One (1) play symbol and play symbol caption shall appear in a box labeled "PRIZE BOX".
(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

THR
(4) 4

FOR
(5) 5

FIVE
(6) 6

SIX
(7) 7

SVN
(8) 8

EGT
(9) 9

NIN
(c) 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) $\$ 5.00$

FIVE
(5) $\$ 10.00$

TEN
(6) $\$ 15.00$

FIFTEEN
(7) $\$ 20.00$

TWENTY
(8) $\$ 50.00$

FIFTY
(9) $\$ 100$

ONE HUN
(10) $\$ 500$

FIVE HUN
(11) \$1,000

ONE THOU
(12) \$5,000

FIVE THOU

SECTION 4. The holder of a valid instant ticket in instant game number 594 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If three (3) play symbols and play symbol captions representing the number " 4 " are exposed in a row, column, or diagonal, the holder is entitled to the prize in the "PRIZE BOX". The prize amounts and number of winners in instant game number 594 are as follows:

| Winning Play <br> Prize Symbol | Prize <br> Amount | Approximate Number <br> of Winners |
| :--- | :---: | :---: |
| $\$ 1.00$ | $\$ 1$ | $\mathbf{4 9 2 , 0 0 0}$ |
| $\$ 2.00$ | $\$ 2$ | $\mathbf{9 6 , 0 0 0}$ |
| $\$ 3.00$ | $\$ 3$ | $\mathbf{8 4 , 0 0 0}$ |
| $\$ 5.00$ | $\$ 5$ | $\mathbf{4 8 , 0 0 0}$ |
| $\$ 10.00$ | $\$ 10$ | $\mathbf{1 2 , 0 0 0}$ |
| $\$ 15.00$ | $\$ 15$ | $\mathbf{1 2 , 0 0 0}$ |
| $\$ 20.00$ | $\$ 20$ | $\mathbf{1 2 , 0 0 0}$ |
| $\$ 50.00$ | $\$ 50$ | $\mathbf{3 , 7 5 0}$ |
| $\$ 100$ | $\$ 100$ | $\mathbf{1 , 1 2 5}$ |
| $\$ 500$ | $\$ 500$ | $\mathbf{7 5}$ |
| $\$ 1,000$ | $\$ 1,000$ | $\mathbf{3 0}$ |
| $\$ 5,000$ | $\$ 5,000$ | $\mathbf{8}$ |

SECTION 5. (a) There shall be approximately three million six hundred thousand $(\mathbf{3 , 6 0 0}, 000)$ instant tickets initially available in instant game number 594.
(b) The odds of winning a prize in instant game number 594 are approximately $\mathbf{1}$ in 4.73.
(c) All reorders of tickets for instant game number 594 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 594 is June 30, 2003.

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