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## TITLE 65 STATE LOTTERY COMMISSION

LSA Document #02-228(E)

### DIGEST

Adds 65 IAC 4-451 concerning instant game number 646. Effective July 29, 2002.

#### 65 IAC 4-451

SECTION 1. 65 IAC 4-451 IS ADDED TO READ AS FOLLOWS:

##### **Rule 451. Instant Game 646**

##### **65 IAC 4-451-1 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 646, Crossword”.** *(State Lottery Commission; 65 IAC 4-451-1; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125)*

##### **65 IAC 4-451-2 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 646 shall sell for two dollars (\$2) per ticket.** *(State Lottery Commission; 65 IAC 4-451-2; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125)*

##### **65 IAC 4-451-3 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 instant ticket in instant game number 646 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 lower 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 4-451-3; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125)*

##### **65 IAC 4-451-4 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 instant game number 646 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 instant game number 646, 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 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 instant game number 646 in accordance with the following:

| Number of Words | Prize Amount | Approximate Number of Winners |
|-----------------|--------------|-------------------------------|
| 4 words         | \$2          | 450,000                       |
| 5 words         | \$5          | 240,000                       |
| 6 words         | \$10         | 75,000                        |
| 7 words         | \$25         | 15,000                        |
| 8 words         | \$50         | 3,125                         |
| 9 words         | \$100        | 2,500                         |
| 10 words        | \$1,000      | 125                           |
| 11 words        | \$20,000     | 6                             |

*(State Lottery Commission; 65 IAC 4-451-4; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125)*

**65 IAC 4-451-5 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) instant tickets initially available in instant game number 646.

(b) The odds of winning a prize in instant game number 646 are approximately 1 in 3.82.

(c) All reorders of tickets for instant game number 646 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 4-451-5; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4126)*

**65 IAC 4-451-6 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 instant game number 646 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](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 4-451-6; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4126)*

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