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TITLE 65 STATE LOTTERY COMMISSION

LSA Document #02-350(E)

DIGEST

Adds 65 IAC 4-453 concerning instant game number 625. Effective December 12, 2002.

65 IAC 4-453

SECTION 1. 65 IAC 4-453 IS ADDED TO READ AS FOLLOWS:

Rule 453. Instant Game 625

65 IAC 4-453-1 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 625, Vegas Action”. *(State Lottery Commission; 65 IAC 4-453-1; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580)*

65 IAC 4-453-2 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 625 shall sell for seven dollars (\$7) per ticket. *(State Lottery Commission; 65 IAC 4-453-2; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580)*

65 IAC 4-453-3 Instant ticket layout

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 625 shall contain forty-seven (47) play symbols and play symbol captions arranged among four (4) separate and independent games each concealed under a spot of latex material.

(b) The game play data area labeled “GAME 1” shall contain nine (9) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the small box labeled “YOUR #”. The remaining play symbols and play symbol captions shall be arranged in pairs of numbers and prize amounts surrounding the “YOUR #” box.

(c) The game play data area labeled “GAME 2” shall contain twenty (20) play symbols and play symbol captions arranged in four (4) rows and four (4) columns. Each row shall contain five (5) play symbols and play symbols captions and shall be labeled “HAND 1”, “HAND 2”, “HAND 3”, and “HAND 4”, respectively. The first two (2) columns shall be labeled “YOUR CARDS”, and the next two (2) columns shall be labeled “DEALER’S CARDS”. The play symbols appearing under these columns shall represent playing cards. The last column shall be labeled “Prize” and contain play symbols and play symbol captions representing prize amounts.

(d) The game play data area labeled “GAME 3” shall contain twelve (12) play symbols and play symbol captions arranged in four (4) rows of three (3) play symbols and play symbol captions appearing in the game play data area all concealed under a large spot of latex material. Each instant ticket shall also contain a legend setting forth prize amounts associated

with the matching play symbols. The rows shall be labeled “PULL 1”, “PULL 2”, “PULL 3”, and “PULL 4”, respectively.

(c) The game play data area at the bottom shall contain six (6) play symbols and play symbol captions that shall represent playing cards and *[sic., be]* labeled “YOUR CARDS”, AND “DEALER’S CARDS”. One (1) play symbol caption shall represent a prize amount. *(State Lottery Commission; 65 IAC 4-453-3; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580)*

65 IAC 4-453-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts in instant game number 625 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) \$25.00
TWY FIVE
- (9) \$50.00
FIFTY
- (10) \$75.00
SVENTY
- (11) \$100
ONE HUN
- (12) \$200
TWO HUN
- (13) \$250
TWO HUN FTY
- (14) \$500
FIVE HUN
- (15) \$1,000
ONE THOU
- (16) \$2,000
TWO THOU
- (17) \$5,000
FIVE THOU
- (18) \$10,000
TEN THOU
- (19) \$70,000
SVTY THOU

(b) The play symbols and play symbol captions appearing in the “GAME 1”, 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 appearing in the “GAME 2” and the game at the bottom of the ticket, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) A playing card with the number 3
THR
(2) A playing card with the number 4
FOR
(3) A playing card with the number 5
FIV
(4) A playing card with the number 6
SIX
(5) A playing card with the number 7
SVN
(6) A playing card with the number 8
EGT
(7) A playing card with the number 9
NIN
(8) A playing card with the number 10
TEN
(9) A playing card with a picture of a jack
JCK
(10) A playing card with a picture of a queen
QUN
(11) A playing card with a picture of a king
KNG
(12) A playing card with the letter “A”
ACE

(d) The play symbols and play symbol captions appearing in the “GAME 3”, other than those representing prize amounts, shall consist of pictures representing the following:

(1) A picture of a seven
SVN
(2) A picture of a bunch of grapes
GRAPES
(3) A picture of a bell
BELL
(4) A picture of a star

STAR

(5) A picture of a bunch of cherries

CHERRY

(6) A picture of a dollar sign

MONEY

(7) A picture of a horseshoe

SHOE

(State Lottery Commission; 65 IAC 4-453-4; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580)

65 IAC 4-453-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 625 shall remove the latex material covering the forty-seven (47) play symbols and play symbol captions. A holder can win up to sixteen (16) times on an instant ticket in instant game number 625.

(b) In “GAME 1”, if the play symbol in the “YOUR #” match any of the four (4) surrounding numbers, the holder is entitled a prize of the paired prize amount.

(c) In “GAME 2”, add the numerical values of the play symbols representing playing cards in “HAND 1”, “HAND 2”, “HAND 3”, and “HAND 4”. Play symbols have the value designated on the face of the playing card except that those representing kings, queens, and jacks shall have a value of ten (10) and those representing aces shall have a value of eleven (11). If one (1) or more of the resulting totals is higher than the play symbol and play symbol caption in the “DEALER’S CARDS”, the holder is entitled to the prize exposed with that hand.

(d) In “GAME 3”, if three (3) matching play symbols and play symbol captions are exposed in one (1) or more rows, the holder is entitled to the corresponding prize.

(e) In the game at the bottom of the ticket, if any of “YOUR CARDS” beat the “DEALER’S CARDS”, the holder is entitled to the corresponding prize. *(State Lottery Commission; 65 IAC 4-453-5; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1581)*

65 IAC 4-453-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 625 are as follows:

Winning Number and Amounts of Play Symbols	Prize Amount	Approximate Number of Winners
1–\$2.00 + 1–\$5.00	\$7	43,200
1–\$3.00 + 1–\$4.00	\$7	21,600
1–\$7.00	\$7	21,600
5–\$2.00	\$10	21,600
1–\$2.00 + 2–\$4.00	\$10	43,200
2–\$5.00	\$10	21,600
1–\$10.00	\$10	21,600
5–\$2.00 + 1–\$5.00	\$15	21,600
4–\$2.00 + 1–\$7.00	\$15	10,800
3–\$5.00	\$15	10,800
10–\$2.00 + 1–\$5.00	\$25	3,600
1–\$2.00 2 + \$4.00 + 3–\$5.00	\$25	2,700
6–\$2.00 + 2–\$4.00 + 1–\$5.00	\$25	2,700
5–\$5.00	\$25	2,700

1-\$25.00	\$25	2,700
3-\$10.00 + 1-\$20.00	\$50	4,950
4-\$5.00 + 3-\$10.00	\$50	4,950
1-\$50.00	\$50	4,950
1-\$2.00 + 1-\$3.00 + 7-\$10.00	\$75	4,050
5-\$5.00 + 5-\$10.00	\$75	4,050
1-\$5.00 + 7-\$10.00	\$75	4,050
1-\$75.00	\$75	4,050
7-\$10.00 + 1-\$5.00 + 1-\$25.00	\$100	225
5-\$20.00	\$100	225
4-\$25.00	\$100	225
3-\$10.00 + 1-\$10.00 + 2-\$25.00	\$100	225
2-\$50.00	\$100	225
1-\$100	\$100	225
14-\$25.00 + 1-\$50.00 + 1-\$100	\$500	90
5-\$100	\$500	90
1-\$500	\$500	90
10-\$100	\$1,000	72
4-\$250	\$1,000	72
14-\$50.00 + 1-\$100 + 1-\$500	\$1,000	72
2-\$500	\$1,000	72
1-\$1,000	\$1,000	72
5-\$2,000	\$10,000	2
2-\$5,000	\$10,000	2
1-\$10,000	\$10,000	2
7-\$10,000	\$70,000	1
1-\$70,000	\$70,000	1

(State Lottery Commission; 65 IAC 4-453-6; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1582)

65 IAC 4-453-7 Number of ticket; 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 (1,000,000) instant tickets initially available in instant game number 625.

(b) The odds of winning a prize in instant game number 625 are approximately 1 in 3.79.

(c) All reorders of tickets for instant game number 625 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 4-453-7; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1582)*

65 IAC 4-453-8 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 625 within which to claim their prizes. The last day to claim a prize in instant game number 625 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 or may be obtained through the commission's toll free customer service

number or from any instant ticket retailer. (*State Lottery Commission; 65 IAC 4-453-8; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1582*)

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