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## TITLE 65 STATE LOTTERY COMMISSION

LSA Document #03-15(E)

### DIGEST

Temporarily adds rules concerning instant game number 626. Effective January 13, 2003.

**SECTION 1. The name of this instant game is “Instant Game Number 626, Gold Rush”.**

**SECTION 2. Instant tickets in instant game number 626 shall sell for ten dollars (\$10) per ticket.**

**SECTION 3. (a) Each instant ticket in instant game number 626 shall contain thirty-seven (37) play symbols and play symbol captions arranged among five (5) separate and independent games each concealed under a spot of latex material.**

**(b) The game on the upper right side of each instant ticket shall be labeled “BEAT THE DEALER” and shall contain twelve (12) play symbols and play symbol captions arranged in four (4) rows and three (3) columns. The rows shall be labeled “HAND 1”, “HAND 2”, “HAND 3”, and “HAND 4”, respectively, and shall each contain play symbols and play symbol captions representing cards. The columns shall be labeled “YOURS”, “DEALER’S”, and “PRIZE”. Play symbols and play symbol captions representing playing cards are valued in descending order with aces as the high cards and face cards valued at ten (10).**

**(c) The game in the middle right side of each instant ticket shall be labeled “FAST \$10” and shall contain two (2) play symbols and play symbol captions.**

**(d) The game in the left, middle of each instant ticket shall be labeled “LUCKY 7s” and shall contain ten (10) play symbols and play symbol captions. 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”.**

**(e) The game in the right, middle of each instant ticket shall be labeled “DOUBLE UP” and shall contain one (1) play symbol and play symbol caption.**

**(f) The game at the bottom of each instant ticket shall be labeled “MATCH UP” and shall contain twelve (12) play symbols and play symbol captions arranged in four (4) separate games labeled “GAME 1”, “GAME 2”, “GAME 3”, and “GAME 4”. A prize legend setting forth prize amounts associated with matching the required play symbols shall also appear.**

**SECTION 4. (a) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:**

**(1) \$5.00**

**FIVE**

**(2) \$10.00**

**TEN**

**(3) \$20.00**

**TWENTY**

**(4) \$25.00**

**TWY FIVE**

**(5) \$50.00**

**FIFTY**

**(6) \$100**

- ONE HUN
- (7) \$250
- TWO FTY
- (8) \$500
- FIVE HUN
- (9) \$1,000
- ONE THOU
- (10) \$2,000
- TWO THOU
- (11) \$5,000
- FIVE THOU
- (12) \$200,000
- TWO HUN THOU

(b) The play symbols and play symbol captions appearing in the “BEAT THE DEALER” game, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1)	2 TWO
(2)	3 THR
(3)	4 FOR
(4)	5 FIV
(5)	6 SIX
(6)	7 SVN
(7)	8 EGT
(8)	9 NIN
(9)	10 TEN
(10)	J JCK
(11)	Q QUN
(12)	K KNG
(13)	A ACE

(c) The play symbols and play symbol captions appearing in the “FAST \$10” game, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) A picture of a gold bar  
GOLD
- (2) A picture of a coin  
COIN
- (3) A picture of a bag of money  
\$BAG

- (4) A picture of a stack of bills  
BILLS
- (5) A picture of a dollar sign  
MONEY

(d) The play symbols and play symbol captions appearing in the “LUCKY 7’s” game, 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  
THREE
- (4) 4  
FOUR
- (5) 5  
FIVE
- (6) 6  
SIX
- (7) 7  
SEVEN
- (8) 8  
EIGHT
- (9) 9  
NINE

(e) The play symbols and play symbol captions appearing in the “DOUBLE UP” game, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) SINGLE  
SINGLE
- (2) DOUBLE  
DOUBLE

(f) The play symbols and play symbol captions appearing in the “MATCH UP” game, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) A picture of a boot  
BOOT
- (2) A picture of a hat  
HAT
- (3) A picture *[sic., of]* a saddle  
SADDLE
- (4) A picture of a spur  
SPUR
- (5) A picture of a horse  
HORSE
- (6) A picture of a star  
STAR
- (7) A picture of a horseshoe  
SHOE

SECTION 5. (a) The holder of a ticket in instant game number 626 shall remove the latex material covering the forty-nine (49) play symbols and play symbol captions.

(b) If, in the “BEAT THE DEALER” game, the play symbol and play symbol caption exposed in the “YOURS” column

has a higher value than the play symbol and play symbol caption exposed in the “DEALER’S” column, the holder is entitled to the corresponding prize amount for that row.

(c) If, in the “FAST \$10” game, two (2) matching play symbols and play symbol captions are exposed, the holder is automatically entitled to a prize of ten dollars (\$10).

(d) If, in the “LUCKY 7’s” game, if [*sic.*] three (3) play symbols of “7” are exposed in a row, column, or diagonal, the holder is entitled to the prize in the “PRIZE” area.

(e) If, in the “DOUBLE UP” game, the play symbol and play symbol caption “DOUBLE” is exposed, the holder is entitled to double the total winnings on this instant ticket.

(f) If, in the “MATCH UP” game, three (3) matching play symbols and play symbol captions are exposed in “GAME 1”, “GAME 2”, “GAME 3”, or “GAME 4”, the holder is entitled to a prize in the amount set forth on the accompanying legend for the associated match.

SECTION 6. The number of winning plays, total prize amounts, and approximate number of winners in instant game number 626 are as follows:

Winning Games and Play Symbols	Total Prize Amount	Approximate Number of Winners
1-\$10.00	\$10	201,600
4-\$5.00	\$20	28,800
1-\$10.00 + DOUBLE	\$20	28,800
2-\$10.00	\$20	28,800
1-\$20.00	\$20	28,800
1-\$25.00	\$25	19,200
1-\$50.00	\$50	14,400
1-\$25.00 +DOUBLE	\$50	14,400
10-\$10.00	\$100	6,000
1-\$50.00 + DOUBLE	\$100	6,000
6-\$10.00 + 2-\$20.00	\$100	6,000
6-\$25.00 + 1-\$50.00	\$200	1,560
1-\$100 + DOUBLE	\$200	1,560
3-\$10.00 + 1-\$20.00 + 6-\$25.00	\$200	1,560
5-\$100	\$500	240
1-\$250 + DOUBLE	\$500	240
1-\$500	\$500	240
2-\$500	\$1,000	84
1-\$1,000 + 1-\$2,000 + 4-\$500	\$5,000	22
1-\$5,000	\$5,000	22
1-\$200,000	\$200,000	4

SECTION 7. (a) There shall be approximately one million four hundred thousand (1,400,000) instant tickets initially available in instant game number 626.

(b) The odds of winning a prize in instant game number 626 are approximately 1 in 3.71.

(c) All reorders of tickets for instant game number 626 shall have the same:

**(1) prize structure;**  
**(2) number of prizes per prize pool of two hundred twenty thousand (120,000) [sic.]; and**  
**(3) odds;**  
**as contained in the initial order.**

**SECTION 8. The last day to claim a prize in instant game number 626 is October 31, 2003.**

**SECTION 9. SECTIONS 1 through 8 of this document expire November 30, 2003.**

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