

Document: Emergency Rule, **Register Page Number:** 27 IR 3582

Source: August 1, 2004, Indiana Register, Volume 27, Number 11

Disclaimer: This document was created from the files used to produce the official CD-ROM Indiana Register.

TITLE 65 STATE LOTTERY COMMISSION

LSA Document #04-185(E)

DIGEST

Temporarily adds rules concerning pull-tab game number 016. Effective July 1, 2004.

SECTION 1. The name of this pull-tab game is “Pull-Tab Game Number 016, Catch the Big One”.

SECTION 2. Pull-tab tickets for pull-tab game number 016 shall sell for fifty cents (\$0.50) per ticket.

SECTION 3. Pull-tab game number 016 is a criss-cross game.

SECTION 4. A pull-tab ticket in pull-tab game number 016 shall contain fifteen (15) play symbols and play symbol captions arranged in a matrix of five (5) rows and three (3) columns. Each row shall be covered by a tab. The play symbols and play symbol captions in pull-tab game number 016 shall consist of the following possible play symbols:

- (1) A picture of a red fish
RED FISH**
- (2) A picture of a green fish
GREEN FISH**
- (3) A picture of a blue fish
BLUE FISH**
- (4) A picture of an orange fish
ORANGE FISH**
- (5) A picture of a purple fish
PURPLE FISH**
- (6) A picture of a fishing bobber
BOBBER**
- (7) A picture of a canoe
CANOE**
- (8) A picture of a fishing tackle box
TACKLE BOX**

SECTION 5. A row, column, or diagonal on a pull-tab ticket in pull-tab game number 016 which contains three (3) identical play symbols of three (3) “RED FISH”, three (3) “GREEN FISH”, three (3) “BLUE FISH”, three (3) “ORANGE FISH”, or three (3) “PURPLE FISH” is not a criss-cross winning combination unless all of the following are true:

- (1) The play symbols and play symbol captions in a row, column, or diagonal are consistent with those specified in SECTION 4 of this rule [document].**
- (2) The three (3) play symbols and play symbol captions in a row, column, or diagonal are bisected by a pink arrow.**
- (3) The prize amount appears on the left side of the row in red ink in a yellow box.**

SECTION 6. Subject to SECTION 5 of this rule [document], the holder of a valid pull-tab ticket for pull-tab game number 016 containing a criss-cross winning row, column, or diagonal is entitled to a prize amount the approximate number [sic., numbers] of which are as follows:

Matching Play Symbol in Match 3 Winning Row	Prize Amount	Approximate Number of Prizes
3 – Purple Fish	\$0.50	154,800
3 – Orange Fish	\$1	44,505
3 – Blue Fish	\$5	11,610
3 – Green Fish	\$25	1,935
3 – Red Fish	\$100	1,935

SECTION 7. A total of approximately one million (1,000,000) pull-tab tickets will be initially available for pull-tab game number 016. The odds of winning a prize in pull-tab game 016 are approximately 1 in 6.05. If additional pull-tab tickets are made available for this pull-tab game, the approximate number of each prize shall increase proportionally.

SECTION 8. The last day to claim prizes in pull-tab game number 016 shall be 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 scratch-off ticket retailer.

LSA Document #04-185(E)

Filed with Secretary of State: June 30, 2004, 11:00 a.m.