

IOWA LOTTERY AUTHORITY

PULL-TAB GAME RULES

PULL-TAB GAME 17

DIAMOND DOUBLER

Section 1 - PURPOSE OF RULES

These game specific rules are issued pursuant to Iowa Code section 99G.9(4) and are intended to specify only details and restrictions applicable to a particular pull-tab game as opposed to pull-tab games in general. All pull-tab games are subject to the terms of the published administrative rules of the Iowa Lottery which appear in the Iowa Administrative Code—531 and to the legal requirements imposed by Iowa Code chapter 99G. In the event of a conflict between these rules, the published administrative rules, and the provisions of the Iowa Code, effect shall first be given to the Iowa Code, then to the published administrative rules, and finally to these rules.

Section 2- EFFECTIVE DATE

These rules become effective on June 9, 2008 and will remain effective until modified or rescinded by the Iowa Lottery Authority CEO.

Section 3 - DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

- 3.1 "Ticket" means an Iowa Pull-tab Game Number 17 Ticket.
- 3.2 "Play Symbols" consist of pictures of double diamonds, diamond, horseshoe, clover, cherries, crown, bell, 2X doubler, poker chips, cards and dice. Specific combinations of these symbols appear under each tab on the back of the ticket.
- 3.3 "Unit" means a shrink-wrapped "sleeve" of pull-tab tickets containing 540 tickets.
- 3.4 "Carton" means a box containing four units of pull-tab tickets.
- 3.5 "Unit Serial Number" is the nine digit number appearing on the front of the ticket.

Section 4 - DETERMINATION OF WINNING TICKET

Diamond Doubler is played by peeling apart the five tabs located on the back of the ticket. Three symbols are printed under each tab. Check all five tab areas. Any card may contain multiple winners. If three consecutive symbols printed vertically or diagonally under any of the tabs match identically any of the winning combinations as shown on the ticket front, the player wins the corresponding prize. The arrow connecting the symbols indicates you are a winner. Winning \$1 on a 50¢ prize level will feature the diamonds symbol, the 2X symbol, and the bell symbol. Winning \$2 on the \$1 prize level will feature the diamonds symbol, the 2X symbol, and the crown symbol. The amount indicated by the prize code has already been doubled.

The prize amounts are as follows:

2 double diamonds & a diamond	\$25.00
2 double diamonds & a horseshoe	\$9.00
2 double diamonds & a clover	\$4.00
2 double diamonds & cherries	\$2.00
2 double diamonds & a crown	\$1.00
2 double diamonds & a bell	\$0.50

Section 5 - NUMBER AND VALUES OF PRIZES PER UNIT OF TICKETS

Prize	Number of Winning Tabs	Prize Payout in Dollars
\$25.00	1	\$25.00
\$9.00	1	\$9.00
\$4.00	1	\$4.00
\$2.00	2	\$4.00
\$1.00	15	\$15.00
\$0.50	54	\$27.00

Overall odds of winning a prize are 1 in 9.00.

Section 6 - VALIDATION REQUIREMENTS

- A. Each winning ticket will have a prize code printed in black on the far left of the lower most winning tab showing the total dollar amount the ticket pays.
- B. Verify that the winning ticket was sold at your location by swiping the barcode through the barcode reader.
- C. Pay the amount indicated by the prize code.
- D. Destroy the prize code before disposing of the ticket.

Section 7 - PRICE - The price of a ticket is \$0.25.

Section 8 - CLAIMS AND TICKET RESPONSIBILITY

- 8.1 All prizes must be claimed at the place of business of the retailer, which sold the ticket.
- 8.2 A pull-tab ticket is a bearer instrument until signed on the back by the owner.
- 8.3 If a defective ticket is purchased, the only responsibility or liability of the CEO shall be the replacement of the defective ticket with an unplayed ticket from the same game or any other game, or a refund of the sale price of the ticket.