

**IOWA LOTTERY**

**INSTANT TICKET GAME RULES  
AND GUIDELINES**

**INSTANT TICKET GAME #590**

**“Pinball”**

**SECTION 1 - PURPOSE OF GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code Section 99G.9(4) and are intended to supplement the Iowa Lottery's administrative rules published in the Iowa Administrative Code-531. The published administrative rules are also applicable to this game.

**SECTION 2 - EFFECTIVE DATE**

These rules become effective on April 21, 2008, and will remain effective through the announced end of Instant Game Number 590 unless earlier modified or rescinded by the Iowa Lottery Authority CEO.

**SECTION 3 - DEFINITIONS**

- 3.1 "Ticket" means an Iowa Instant Game Number 590 Ticket.
- 3.2 "Ticket Validation Codes" for Instant Game Number 590 is the unique 10 character code printed on the front of the ticket underneath the game latex and overprint.
- 3.3 "Pack" means a pack of fanfolded Instant Game Tickets which are attached to each other by perforations, which perforations the Retailer tears when the Retailer sells a Ticket. These fanfolded Tickets are packed in plastic shrink wrapping. In Instant Game Number 590, a "Pack" shall consist of 60 Instant Game Tickets fanfolded bearing a common pack number and having a Ticket number starting at 000 and continuing through 059.
- 3.4 "Pack-Ticket Number" is the 12-digit number of the form 590-100001-000 printed on the back of the ticket and above the barcode in black ink. This number shall also appear on the front of the ticket in the abbreviated form 100001-000. A 3-digit ticket number will be imaged in the bottom left of the bottom window on the inside front of the ticket A Universal Product Code (UPC) number shall also be printed on the back of the Ticket.
- 3.5 "Game Play Area Symbols" for Instant Game 590 are as follows:  
TICKET FRONT:  
*Play Symbols ( 4 YOUR BALL NUMBERS, 8 BUMPER NUMBERS and 1 BONUS NUMBER Play spots):* Numbers 1 through 30, with captions as shown below.

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
ONE	TWO	THR	FOR	FIV	SIX	SEV	EGT	NIN	TEN	ELV	TWV	TRN	FRN	FTN
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SXN	SVN	ETN	NTN	TWTV	TWON	TWTO	TWTH	TWFR	TWTV	TWXS	TWVS	TWET	TWNN	THRY

*Prize Symbols (8 play spots in BUMPER NUMBERS Play Area):* \$5, \$10, \$15, \$25, \$50, \$100, \$250, \$1,000 and \$50,000 with captions as shown below.

\$5.00 \$10.00 \$15.00 \$25.00 \$50.00 \$100 \$250 \$1000 \$50,000  
FIVE TEN FIFTEEN TWYFIVE FIFTY ONE HUN TWO FTY ONETHOU FTYTHOU

**TICKET BACK:**

*Play Symbols* (PULL TABS 4 tabs each containing 3 symbols for a total of 12 play symbols): Graphic symbols of TILT SYMBOL, STACK OF CHIPS, BALL, FLIPPER, STACK OF BILLS. These Play Symbols do not contain captions.



3.6 “Legends” for Instant Game 590 are as follows:

BUMPER NUMBERS, BONUS NUMBER and YOUR BALL NUMBERS will be imaged at the top of their respective play areas.

3.7 A "Non-Winning Ticket" is defined as an Iowa Instant Game 590 Ticket which is not intended to be a winning Ticket.

**SECTION 4 - DETERMINATION OF INSTANT PRIZE WINNERS**

4.1 “Game Play Area”:

Pinball consists of an instant scratch game on the ticket front, with a breakopen pull-tab game laminated to the back.

The ticket front features a Key Number Match game comprised of three (3) Play Areas: The BUMPER NUMBERS, YOUR BALL NUMBERS and a BONUS NUMBER. If a player matches any of YOUR BALL NUMBERS to any of the BUMPER NUMBERS, they win the corresponding prize for that number. If a player matches any of YOUR BALL NUMBERS to the BONUS NUMBER, they win \$50 instantly.

The ticket back features four (4) Pull-Tab windows. If the player matches three (3) like symbols under the same window, they win the corresponding prize in the Prize Legend.

The prize amounts are as follows:

\$5.00	(five dollars) or
\$10.00	(ten dollars) or
\$15.00	(fifteen dollars) or
\$25.00	(twenty five dollars) or
\$50.00	(fifty dollars) or
\$100.00	(one hundred dollars) or
\$250.00	(two hundred and fifty dollars) or
\$1,000.00	(one thousand dollars) or
\$50,000.00	(fifty thousand dollars)

- 4.2 No portion of the display printing nor any extraneous matter whatever shall be usable or playable as a part of the Instant Game.
- 4.3 In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 6 of these Rules and the requirements set out on the back of each Instant Game Ticket.
- 4.4 The Validation Number (including any portion thereof) is not a Play Symbol and is not usable as such.

**SECTION 5 - NUMBER AND VALUE OF INSTANT PRIZES**

There will be approximately 1,197,000 tickets in the game. The expected number and value of prizes in the game are as follows:

Instant Prize	Approximate Number in Game	Chances of Winning	Method of Payment
\$5	179,550	1:6.67	Paid by Retailer
\$10	73,150	1:16.36	Paid by Retailer
\$15	19,950	1:60.00	Paid by Retailer
\$25	26,600	1:45.00	Paid by Retailer
\$50	10,000	1 :119.70	Paid by Retailer
\$100	1,000	1 :1,197.00	Paid by Retailer
\$250	300	1:3,990.00	Paid by Retailer
\$1,000	100	1:11,970.00	Paid by Lottery
\$50,000	10	1:119,700.00	Paid by Lottery

**SECTION 6 - INSTANT TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these rules and as printed on the back of each Instant Game Ticket, the following Validation Requirements will apply with regard to the Instant Game Tickets in Iowa Instant Game Number 590.

- 6.1 To be a valid Instant Game Ticket, all of the following requirements must be met:
- A. The Ticket must be complete, and not miscut, and have exactly thirteen (13) Play Symbols and eight (8) Prize Symbols located under the rub-off spots on the front of the ticket, and a total of twelve (12) Play Symbols located under the windows on the back of the ticket. The ticket must also have exactly one Pack-Ticket Number and exactly one Validation Number printed on the front of the ticket, and exactly one barcode on the back of the ticket with the game number and pack and ticket number appearing above that barcode, and one 3-digit ticket number printed in the bottom left of the bottom window on the inside front of the ticket.
  - B. Each of the Play Symbols must be present in its entirety and be fully legible.
  - C. Each of the Play Symbols must be printed in black ink.
  - D. The Ticket shall be intact.
  - E. The Pack-Ticket Numbers and Ticket Validation Number must be present in their entirety and be fully legible. The Ticket Validation Number shall correspond, using the Lottery's codes, to the Play Symbols on the Ticket.
  - F. The Ticket must not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner.
  - G. The Ticket must not be counterfeit in whole or in part.
  - H. The Ticket Validation Number and the Pack-Ticket Numbers shall be printed in black ink.
  - I. The Ticket must have been issued by the Lottery in an authorized manner.
  - J. The Ticket must not be stolen nor appear on any list of omitted Tickets on file at the Lottery.
  - K. The Play Symbols, Ticket Validation Number, and Pack-Ticket Numbers must be right side up and not reversed in any manner.
  - L. The Validation Numbers of an apparent winning Ticket shall appear on the Lottery's official list of Validation Numbers of winning Tickets; and a Ticket with that Validation Number shall not have been paid previously.
  - M. The Ticket must not be blank or partially blank, misregistered, defective, or printed or produced in error.
  - N. Each of the Play Symbols must be exactly as described in paragraph 3.5 and 3.6.
  - O. Each of the Play Symbols on the Ticket must be printed in the Symbol Font and must correspond precisely to the artwork on file at the Lottery; each of the legends must correspond precisely to the artwork on file at the Lottery; the Pack-Ticket numbers must correspond precisely to the artwork on file at the Lottery; and the Ticket Validation Numbers must be printed in the Validation Font and must correspond precisely to the artwork on file at the Lottery.
  - P. The display printing must be regular in every respect and correspond precisely

with the artwork on file at the Lottery.

- Q. The Ticket must pass all additional validation tests provided for in the Rules of the Iowa Lottery and confidential validation tests of the Lottery.
- 6.2 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The CEO may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. 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.

#### **SECTION 7 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

- 7.1 All game prizes must be claimed within 90 days of the announced end of the game. Any prize not claimed within the period specified herein and in the manner specified on the back of each Ticket shall be forfeited. In the event the last day to claim a prize falls on a Saturday, a Sunday, a legal holiday or any other day appointed or recommended by the Governor of Iowa or the President of the United States as a day of fasting or thanksgiving, the time to claim shall be extended to the close of business on the next day thereafter when Lottery offices are open for business.
- 7.2 An instant game Ticket is a bearer instrument until signed on the back by the owner.
- 7.3 The Lottery shall not be responsible for lost or stolen Tickets.
- 7.4 The Lottery shall not be responsible for Tickets lost in the mail, mailed to an incorrect address or mailed to an address other than the addresses specified by the Lottery to receive prize claims.
- 7.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.

#### **SECTION 8 - PRICE OF TICKET**

The price of an Instant Game #590 ticket is \$5.00.