



**INSTANT TICKET GAME RULES
AND GUIDELINES**

INSTANT TICKET GAME #925

\$250,000 RICHES

SECTION 1 - PURPOSE OF GUIDELINES

These game specific rules and guidelines are issued pursuant to Iowa Code Section 99G.9 (4) (2014) and are intended to supplement the Iowa Lottery's administrative rules published in the Iowa Administrative Code-531. In the event of inconsistency, these game specific rules control any contrary administrative code provisions.

SECTION 2 - EFFECTIVE DATE

These rules become effective immediately and will remain effective through the announced end of Instant Game #925 unless earlier modified or rescinded by the Lottery Authority CEO.

SECTION 3 - DEFINITIONS

- 3.1** "Ticket" means an Iowa Instant Game #925 Ticket.
- 3.2** "Ticket Validation Codes" for Instant Game #925 is the unique ten (10) character code printed on the front of the ticket, at the bottom of the play area in a horizontal position underneath the game scratch-off coating and overprint.
- 3.3** "Pack" means a pack of fanfolded Instant Game Tickets which are attached to each other by perforations. These fanfolded Tickets are packed in plastic shrink wrapping. In Instant Game #925, a "Pack" shall consist of 15 Instant Game Tickets fanfolded bearing a common pack number and having a Ticket number starting at 000 and continuing through 014.
- 3.4** "Pack-Ticket Number" is the 12-digit number of the form 925-100001-000 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 Universal Product Code (UPC) number shall also be printed on the back of the Ticket.
- 3.5** "Play Symbols" for Instant Game #925 are as follows:
In the Game 1 to 5 YOUR NUMBERS Play Areas exactly five (5) of the following Play Symbols and their five (5) related captions and exactly five (5) Prize Symbols and their five (5) related captions will be revealed. In the Game 1 to 5 WINNING NUMBERS Play Areas exactly one (1) of the following Play Symbols and their one (1) related captions will be revealed. All symbols will be displayed in black. Captions as shown below:

01 02 03 04 06 07 08 09 11 12 10X 20X <small>ONE TWO THR FOR SIX SEV EGT NIN ELY TUL WINDX WINGZX</small>	GAME 1:WINNING/YOUR NUMBERS PLAY SYMBOLS
13 14 15 16 17 18 19 21 22 23 10X 20X <small>TRN FRN FTN SKX SVN ETR NTN TUDN TUDT TUDH WINDX WINGZX</small>	GAME 2:WINNING/YOUR NUMBERS PLAY SYMBOLS
24 26 27 28 29 30 31 32 33 34 10X 20X <small>TWFR TWSX TWSV TWET TWNN THRY THON TRTD THTH THFR WINDX WINGZX</small>	GAME 3:WINNING/YOUR NUMBERS PLAY SYMBOLS
35 36 37 38 39 41 42 43 44 45 10X 20X <small>THV THSX THSV THET THNN FRON FRTO FRTH FRFR FRFV WINDX WINGZX</small>	GAME 4:WINNING/YOUR NUMBERS PLAY SYMBOLS
46 47 48 49 51 52 53 54 55 56 10X 20X <small>FRSX FRSV FRET FRNN FYON FYTO FYTH FYFR FYFV FYSX WINDX WINGZX</small>	GAME 5:WINNING/YOUR NUMBERS PLAY SYMBOLS
\$5 ⁰⁰ \$10 ⁰⁰ \$20 ⁰⁰ \$25 ⁰⁰ \$40 ⁰⁰ \$50 ⁰⁰ \$100 \$500 <small>FIVE TEN TWENTY TWENTY FIVE FORTY FIFTY ONE HUN FIV HUN</small> \$1,000 \$10,000 \$250,000 <small>ONE THOU TO THOU 250 THOU</small>	GAME 1 TO 5 PRIZE SYMBOLS

In the INSTANT BONUS Play Areas exactly one (1) of the following Play Symbols and their one (1) related caption and exactly one (1) Prize Symbol and their one (1) related caption will be revealed in each of the four (4) INSTANT BONUS Play Areas. All symbols will be displayed in black. Captions as shown below:



3.6 “Legends”: A dotted black line will be imaged horizontally between each row of YOUR NUMBERS Play symbols and a solid black line will be imaged vertically between the Game 1 to 5 Play and Prize Symbols in the play area. A solid black box will be imaged around each of the Game 1 to 5 WINNING NUMBERS. The legend CHECK YOUR TICKET will be base printed in magenta above the Validation Data Matrix Barcode.

The legend “INSTANT BONUS” will appear above each instant bonus play spot.

The legends GAME 1, GAME 2, GAME 3, GAME 4 and GAME 5 will appear at the top of their respective game column.

The legend “WINNING NUMBER” (stacked) will appear above the winning number for each game column.

The legend “YOUR NUMBERS” (stacked) will appear at the start of the your numbers section for each game column.

3.7 “Non-Winning Ticket” is defined as an Iowa Instant Game #925 Ticket which is not intended to be a winning Ticket.

SECTION 4 - DETERMINATION OF INSTANT PRIZE WINNERS

4.1 The Play Area is to be rubbed off for each GAME column. If a player matches any of the YOUR NUMBERS to the WINNING NUMBER in the same GAME, they win the prize shown below that number. If a player uncovers a “10X” symbol, they win 10 TIMES that prize. If a player uncovers a “20X” symbol, they win 20 TIMES that prize. Each GAME column plays separately.

INSTANT BONUS: If a player uncovers a “YES” symbol, in any of the INSTANT BONUS play spots, the player wins the prize shown.

The Ticket Holder can win up to twenty-nine (29) times on this ticket. Players can win the following prizes:

\$20 ^{.00}	(twenty dollars) or
\$25 ^{.00}	(twenty five dollars) or
\$40 ^{.00}	(forty dollars) or
\$50 ^{.00}	(fifty dollars) or
\$100 ^{.00}	(one hundred dollars) or
\$500 ^{.00}	(five hundred dollars) or
\$1,000 ^{.00}	(one thousand dollars) or
\$10,000 ^{.00}	(ten thousand dollars) or
\$250,000 ^{.00}	(two hundred 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 Ticket 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 are approximately 2,132,490 tickets in the game. The expected number and value of prizes in the game are as follows:

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$ 20.00	284,332	1:7.50	Paid by Retailer
\$ 25.00	142,166	1:15.00	Paid by Retailer
\$ 40.00	142,166	1:15.00	Paid by Retailer
\$ 50.00	142,166	1:15.00	Paid by Retailer
\$ 100.00	28,484	1:74.87	Paid by Retailer
\$ 500.00	1,506	1:1,416.00	Paid by Retailer
\$ 1,000.00	683	1:3,122.24	Paid by Lottery
\$ 10,000.00	72	1:29,617.92	Paid by Lottery
\$ 250,000.00	18	1:118,471.67	Paid by Lottery

The overall odds are 1:2.88

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 #925.

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 twenty five (25) YOUR NUMBERS Play Symbols, five (5) WINNING NUMBERS Play Symbols, twenty five (25) Prize Amounts, exactly one (1) Play Symbol in each of the four (4) INSTANT BONUS Play Areas, and exactly one (1) Prize Amount in each of the four (4) INSTANT BONUS Play Areas that will appear on the front of the ticket under the scratch-off. The ticket must also have exactly one Pack-Ticket Number, exactly one Validation Number, exactly one Inventory Tracking Barcode, exactly one Validation Data Matrix Barcode printed on the front of the ticket. The ticket must also have exactly one: Validation/Inventory Barcode with the game number and pack and ticket number appearing above the barcode, UPC Barcode and Inventory Tracking Barcode on the back 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 Number 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 Number 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 Number must be right side up and not reversed in any manner.
- L. The Ticket 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. The game play area 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 number 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 #925 ticket is \$20.00.