

# AGENDA

## IAWA LOTTERY COMMISSION

**January 29, 2026**  
**9:30 am**

**-Teleconference Only-**  
**Dial In: 515-206-9299**

(No PIN # is required to join the call)

- I. Call to Order
  - A. Approval of Agenda\*
  - B. Approval of Minutes from December 16, 2025 Commission Meeting\*
- II. December Sales/Performance Measures Update
- III. Abacus "Easy Play" Contract Extension\*
- IV. Game Rule Approvals\*
  - A. Scratch-Tickets
  - B. Pull-Tabs
- V. Other Business
- VI. Adjournment

*\* Commission Action Required*

If you require the assistance of auxiliary aids or services to participate in or attend the meeting because of a disability please call our ADA coordinator at 515-725-7864, or if you are hearing impaired, call Relay TTY at 1-800-735-2942.

# MINUTES

## IOWA LOTTERY COMMISSION

December 16, 2025  
10:30 a.m.

The Iowa Lottery Commission convened at 10:30 a.m.; Commission Chair Katie New presiding.

**Commission Members Present:**

Katie New, Dana Wingert

**Commission Members Present on Teleconference:**

Josh Cook, Mick Connealy, Mary Rathje

**Staff Participating:**

Mary Mosiman, Director; Matt Strawn, Lottery CEO; Jon Roth, Sales and Marketing; Steve Waymire, Security; Hale Strasser, IT Systems; Steve French, CFO; Deb Bassett, Commission Secretary

**Others Present:**

Alana Stamas and Zach Waldmeier, Dept. of Revenue; John Fordyce, Attorney General's Office; Mitch Stone and Tyler Christians, Scientific Games; Sam Martin, Lottery

**Others Present on Teleconference:**

Brenda Emelo, Dept of Revenue; Xavier Leonard, Legislative Services Agency; Dar Danielson, Radio Iowa; John Schreurs, Strategic America

**CALL TO ORDER**

New called the meeting to order at 10:30 a.m. and roll was taken. There was a quorum. New announced the meeting would be held via teleconference in accordance with Iowa Code section 21.8.

Wingert moved to conduct the meeting via teleconference. Cook seconded. Motion carried unanimously.

**APPROVAL OF AGENDA**

Cook moved to approve the agenda for the meeting. Rathje seconded. Motion carried unanimously.

**APPROVAL OF MINUTES**

Wingert moved to approve the November 25, 2025 Commission meeting minutes. Rathje seconded. Motion carried unanimously.

**DIRECTOR'S REMARKS**

Mosiman thanked the Commission for their leadership and support through notable changes that have occurred over the last 18 months as the State aligned to achieve enhanced efficiencies and streamline services for Iowans.

Mosiman also commended the Lottery team on using the new licensing and regulation system that went live on November 3, 2025.

## **CEO COMMENTS**

Strawn stated the Lottery's sales and proceeds in FY26 have seen double digit percentage growth over last fiscal year as gross lottery sales and net proceeds are exceeding both budget forecasts and last year's actuals. Through November, total sales are \$192,541,973 and total proceeds are \$41,299,666. These totals are positively influenced by sales of Powerball during the first half of FY26, as Powerball sales have more than doubled when compared with the first five months of last fiscal year. As a reminder, there was not a single Powerball jackpot that exceeded \$600 million during FY25. We have now had two exceed one billion dollars this year. An early September Powerball jackpot that grew to nearly \$1.8 billion is now paired with a current Powerball estimated jackpot of \$1.25 billion for Wednesday's drawing. This ensures December will be another month with year-over-year sales growth in the Powerball game, which provides the highest gross margin profit of any game in the Iowa Lottery's product portfolio. Even with the strength of Powerball sales through November, Powerball sales only account for 17.1 % of all Iowa Lottery sales.

Scratch tickets remain the most significant source of Iowa Lottery revenue – currently accounting for 58.9% of total FY26 lottery sales. Like much of the national lottery industry, Iowa continues to face headwinds with scratch ticket sales. Through November, scratch ticket sales are down 1.7% compared to last fiscal year, with a drop of just over 5% alone in the month of November. This is not only consistent with broader lottery industry trends, but also aligns with broader consumer sentiment and spending forecasts ahead of the traditional holiday shopping season.

A study from Deloitte noted that consumer holiday spending is expected to decline amid economic uncertainty, specifically noting that surveyed consumers plan to spend 10% less on average compared to last year. Respondents expected to reduce their spending on both retail goods and experiences.

Ipsos research from November aligns with Deloitte's findings, noting that two-thirds of Americans plan to cut back in at least one spending area this holiday season, which included "gifts" as one of the most common areas of their spending pullback.

So how does this data align with current Iowa Lottery sales and how lottery products are positioned in the marketplace?

The first is value and understanding the importance of meeting consumers where they are in providing value with a broad range of product price points – particularly in the scratch ticket category. Jon and the marketing team have done that with the holiday ticket portfolio and marketing campaign for the 2025 holiday season. By ensuring a broad range of price points, a million-dollars in second-change play-it-again prizes, and an advertising campaign demonstrating the value of gifting lottery have helped the Lottery navigate the strong economic and consumer sentiment headwinds with our holiday portfolio.

Looking ahead to next calendar year and opportunities to responsibly enhance the Lottery's product portfolio and demonstrate value to consumers are some exciting national initiatives. I am privileged to have been selected to serve as both Vice President of the Multi-State Lottery Association and as Chair of the Powerball Product Group Board of Directors. I am now in my second year in both roles. During this time, both groups have been focused on supporting the national lotto and draw game product category by fully leveraging the power of the strongest brand in global lottery – Powerball – and bringing new and exciting games to market to decrease the year-over-year sales volatility of jackpot-driven games like Powerball and Mega Millions.

One such enhancement is a brand new daily draw game that promises a top prize of \$1 million a year for life. The new Millionaire for Life game will not be subject to the sales volatility of the jackpot driven games like Powerball and Mega Millions, but is instead forecasted to provide a steady stream of sustainable revenue with its enhanced game design and life-changing prize structure. I am excited at the prospect of introducing this new game to Iowans through a robust go-to-market campaign that will coincide with the games' launch on Sunday, February 22, 2026. Over 30 lotteries nationwide will be part of the Millionaire for Life game at launch, making this the third largest national lotto game, behind only Powerball and Mega Millions.

Returning to Powerball, during the coming year, as part of a strategic business decision to more fully scale and leverage the Powerball brand, consumers can expect to see more national brand partnerships and prizing opportunities. In addition to Powerball's ongoing relationship with NASCAR, Powerball will soon be announcing initiatives with a number of national sports leagues. These partnerships are designed to ensure Powerball's cultural relevancy across a broad array of consumer demographic groups and provide new prize experiences.

Strawn concluded his remarks by thanking the Lottery team, public policy stakeholders, supplier partners, agency partners, retail partners, players and Commissioners.

## **QUARTERLY REPORTS**

### **Revenue (Sales and Marketing):**

Roth gave a Revenue report. Sales in FY26 through November have continued strong. On an overall basis, sales are \$192.5 million, exceeding the budget by 13.4% and an increase of 11.2% versus year to date FY25. When compared to the industry, and in particular with states that have more similar size and offerings like the Iowa Lottery, there are some important measures to look at through November results. On a comparison basis, the Iowa Lottery is outpacing the industry. On a fiscal year to date basis, the industry was up by 5.6% through November 29. And states similar to Iowa in either size or focus were only up by 1.83%. To give a better understanding, I'll walk through each the categories, providing results and commentary regarding year over year performance and Iowa Lottery performance relative to the industry.

Scratch Tickets: Through November, sales of scratch-tickets were \$113.4 million, a decrease of (1.7%) compared to FY25. To give you a greater understanding how the Iowa Lottery's performance compares, on a fiscal YTD basis through November 29, scratch-ticket performance for the lottery industry has experienced a small increase of 1.0%. However, states more similar in size or focus to the Iowa Lottery have experienced a decrease of 3.5% for scratch-ticket performance. As discussed in the November meeting, the Iowa Lottery will move to a new instant ticket business model on January 1, 2026.

Lotto Category: Overall, we've seen a 43.9% increase for the Lotto Category for FY26 through November. Powerball sales of \$32.9 million experienced an increase of 104.5% vs FY25. Meanwhile, Mega Millions with sales of \$13.3 million has experienced an 11.3% increase vs. FY25. However, December sales will face a challenge as the Mega Millions jackpot is just slowly growing after a recent jackpot winner and sales will be compared to late December's 2024 jackpot of 1.269 Billion, the nation's 10<sup>th</sup> largest jackpot ever. As noted in previous Commission meetings, with the lower cost margin on these games, sales in this category have a strong impact on proceeds.

InstaPlay: InstaPlay sales continue to see positive impact in FY26. As of the end of November, sales of \$14.1 million were up by 28.5% for FY26 versus FY25. Following category refresh through December of

last year, and to maintain our focus on keeping InstaPlay new and exciting, our strategy this year is to launch new games in each quarter of the calendar year ahead. And on a comparative basis, over the past 52 weeks through the end of November, the Iowa Lottery is outperforming the industry with an increase in sales year over year of 26% versus the industry growth of 0.4%.

Pull-Tabs: Pull-Tab sales for the period continued well with sales of \$6.2 million, or a 5.7% increase vs. FY25 through August.

Roth also provided an update on Iowa Lottery promotions. The lottery is in the heart of its holiday promotion, The Gift That Keeps on Winning. With \$1 million in prizes, sales have been holding steady with FY25 sales and things look on track to continue that way through the end of the promotion.

Beginning December 30, the lottery will launch an Iowa Wolves promotion, with prizes ranging from game tickets, courtside experiences at the Iowa Wolves to a new NBA courtside experience for an NBA Minnesota Timberwolves game in March.

Roth concluded his remarks with a brief overview of commissions paid to lottery retailers. For FY26 YTD, \$12.5 million have been paid in commissions, or an increase of 11.0% vs. FY25 YTD.

**External Relations:**

Strawn gave an External Relations report. The 2025 holiday season “Responsible Gifting” campaign is underway. The campaign is sponsored by the National Council on Problem Gambling. A \$3 million prize won in Norwalk for the November 11, 2025 Mega Millions drawing remains unclaimed. The Lottery will continue to make efforts to raise awareness of the unclaimed prize in the hopes that the winner will come forward soon. The prize must be claimed within 180 days of the drawing - the winner has until May 10, 2026 to claim the prize. The Lottery has increased its social media engagement. Nearly 50,000 Facebook followers represents a 12.4% increase in 2025. The Powerball jackpot has climbed to an estimated \$1.25 billion after there was no winner in the December 15 drawing.

**Security:**

Waymire stated the Security report was included in the Commission packet. There were no changes to the report.

**Finance:**

French gave a Finance report. Through November, YTD sales are at \$192.5 million. The YTD sales are ahead of budget by \$22.7 million. YTD sales are ahead of sales for the same period last year by \$19.4 million.

Through November, YTD proceeds are at \$41 million. The YTD proceeds are more than budgeted by \$11.1 million. YTD proceeds are ahead for the same period last year by \$8.1 million.

Through November, YTD prize expense is at \$124.2 million. The YTD prize expense is ahead of budget by \$15.2 million. YTD prize expense is ahead for the same period last year by \$11.8 million. Remember that as sales increase, prize expense also increase.

YTD operating expenses through November remains under budget at \$832K.

**PULL-TAB RELATED SERVICES – POLLARD GAMES**

Roth asked the Commission to approve one-year contract renewals, from January 1, 2026 to December 31, 2026, with Pollard Games, Inc d.b.a. American Games for printing services and pull-tab vending machine maintenance.

Cook moved to approve the contract renewals with Pollard Games, Inc for printing services and pull-tab vending machine maintenance. Wingert seconded. Motion carried unanimously.

#### **GAME RULES APPROVALS**

Roth stated the Lucky for Life® game is schedule to end in February and will be replaced by the new Millionaire for Life™ game. The \$5 daily draw game will have a top prize of \$1 million per year for life. The first drawing for Millionaire for Life™ is scheduled for February 22, 2026. Roth asked the Commission to approve the game rules for the Millionaire for Life™ game.

Rathje moved to approve the game rules for Millionaire for Life™. Wingert seconded. Motion carried unanimously.

Roth asked the Commission to approve the game rules for scratch ticket and InstaPlay games:

- Scratch Ticket Games:
  - #772 – Triple Luck (\$1)
  - #773 – UNO™ (\$3)
  - #775 – Instant Jackpot (\$10)
  - #776 – Mega Money (\$2)
  - #777 – Lucky Clover Crossword (\$5)
  - \$778 – Diamond Dollars (\$10)
- InstaPlay Games:
  - #172 – UNO™ Progressive (\$3)

Wingert moved to approve the games rules. Cook seconded. Motion carried unanimously.

#### **NEXT MEETING – MARCH 25, 2026**

Strawn reminded the Commission the next regularly scheduled meeting is March 25, 2026. There may be a need for a meeting prior to the March meeting.

#### **OTHER BUSINESS**

There was no other business.

#### **ADJOURNMENT**

Wingert moved to adjourn. Rathje seconded. Motion carried unanimously.

Meeting adjourned at 11:30 a.m.

**IOWA LOTTERY**  
**Statement of Revenues, Expenses and Changes in Net Position**  
**For the Six Months Ending Wednesday, December 31, 2025**

	Month ended 12/31/2025	Month ended 12/31/2024	Year-to-date 12/31/2025	Year-to-date 12/31/2024
Operating revenues:				
Scratch ticket sales	\$26,290,070.00	\$26,935,754.00	\$139,674,733.00	\$142,276,713.00
InstaPlay sales	2,452,740.00	2,565,632.00	16,585,106.00	13,559,871.00
Pick 3 sales	795,301.50	817,193.00	4,637,937.00	4,585,868.50
Powerball sales	16,280,657.00	3,152,569.00	49,157,964.50	19,233,015.50
Mega Millions Sales	1,790,165.00	7,069,378.00	15,060,140.00	18,989,047.00
Pick 4 sales	531,479.00	518,554.00	3,063,847.00	2,910,795.50
Lucky for Life sales	744,738.00	720,068.00	4,372,962.00	4,153,466.00
Lotto America sales	704,933.00	740,493.00	3,345,342.00	4,000,965.00
Pull-tab sales	1,496,441.49	1,424,974.00	7,730,465.91	7,321,697.34
Application fees	1,050.00	350.00	4,975.00	2,475.00
Other	1,051.52	725.51	5,011.81	59,051.84
Total operating revenues	<u>51,088,626.51</u>	<u>43,945,690.51</u>	<u>243,638,484.22</u>	<u>217,092,965.68</u>
Operating expenses:				
Scratch ticket prizes	20,088,144.00	19,601,182.39	99,017,021.75	98,768,609.24
InstaPlay prizes	1,663,258.70	1,762,497.28	12,349,948.51	9,860,340.22
Pick 3 prizes	522,860.00	557,160.00	3,081,530.50	2,874,362.70
Powerball prizes	8,201,587.86	1,589,594.35	24,745,189.34	9,669,617.87
Mega Millions prizes	911,528.65	3,549,314.68	7,547,265.20	9,534,255.35
Pick 4 prizes	318,887.40	311,132.40	1,838,308.20	1,746,477.30
Lucky for Life prizes	442,623.83	427,961.65	2,599,004.51	2,468,550.23
Lotto America prizes	352,466.50	370,246.50	1,672,671.00	1,968,189.10
Pull-tab prizes	935,296.15	892,550.49	4,846,898.68	4,588,122.79
Advertising/publicity	1,034,190.71	776,164.69	4,170,498.59	5,239,857.19
Retailer compensation expense	3,315,374.32	2,872,475.63	15,815,804.47	14,131,203.69
Ticket expense	272,666.96	292,333.41	1,609,392.37	1,586,779.36
Vendor compensation expense	913,666.84	789,286.93	4,061,970.07	3,550,155.33
Salary and benefits	944,749.25	938,543.62	5,316,588.89	5,329,934.88
Travel	32,270.91	24,773.03	157,159.66	158,767.24
Supplies	8,014.10	3,855.68	37,694.60	46,228.25
Printing	176.80	915.95	675.80	1,234.00
Postage	320.48	281.15	3,408.10	1,778.16
Communications	16,688.21	16,639.44	97,268.18	101,763.83
Rentals	8,571.60	8,554.77	70,130.14	51,469.53
Utilities	12,673.14	12,102.37	53,170.78	48,705.34
Professional fees	8,095.58	7,690.00	125,334.15	46,081.03
Vending machine maintenance	53,316.24	40,166.40	318,784.44	170,198.40
Outside services and repairs	151,036.40	163,297.39	1,019,643.84	871,867.61
Data processing	15,919.42	9,978.19	373,614.32	60,194.72
Equipment	37,087.54	46,088.13	395,224.79	324,930.84
Reimbursement to other state agencies	22,632.44	22,098.70	233,688.55	131,834.33
Depreciation	79,587.28	72,215.46	459,744.55	288,140.67
Amortization	40,578.79	45,884.70	243,472.74	275,308.20
MUSL/Lotto administrative expense	7,547.44	9,161.84	45,284.64	54,743.80
Debit card fees	60,668.53	38,306.93	241,766.51	139,895.08
Other	6,514.90	5,217.90	37,777.84	140,591.45
Total operating expenses	<u>40,479,000.97</u>	<u>35,257,672.05</u>	<u>192,585,935.71</u>	<u>174,230,187.73</u>
Operating income	<u>10,609,625.54</u>	<u>8,688,018.46</u>	<u>51,052,548.51</u>	<u>42,862,777.95</u>
Non-operating revenue (expenses):				
Proceeds to state causes	(10,609,564.63)	(8,632,424.96)	(51,909,231.42)	(41,822,245.21)
Interest income	59,501.48	69,178.76	427,679.97	504,202.08
Interest expense	(3,811.39)	(1,844.75)	(24,020.96)	(12,152.34)
Capital Contributions	-	27,100.00	-	203,250.00
Gain (Loss) on disposal of assets	-	(1,020.00)	48.15	865.00
Net non-operating revenues (expenses)	<u>(10,553,874.54)</u>	<u>(8,539,010.95)</u>	<u>(51,505,524.26)</u>	<u>(41,126,080.47)</u>
Change in net position	<u>55,751.00</u>	<u>149,007.51</u>	<u>(452,975.75)</u>	<u>1,736,697.48</u>
Net position beginning of period	<u>10,788,081.36</u>	<u>10,908,583.53</u>	<u>11,296,808.11</u>	<u>9,320,893.56</u>
Net position end of period	<u>10,843,832.36</u>	<u>11,057,591.04</u>	<u>10,843,832.36</u>	<u>11,057,591.04</u>

**IOWA LOTTERY**  
**PERFORMANCE MEASURES**  
**FY 2026**  
**December 31, 2025**

MONTH		JUL	AUG	SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN
<b>Gross Sales</b>	Budget FY 2026	34,781,353	34,423,415	30,779,911	36,745,397	33,041,918	36,159,235	41,777,201	34,220,152	40,050,099	37,246,147	40,094,035	35,751,412
	Actual '26	35,409,247	39,706,182	42,919,204	36,706,988	37,800,352	51,086,525	-	-	-	-	-	-
<b>Prize Expense</b>	Budget FY 2026	22,312,770	22,004,359	19,986,886	23,247,297	21,421,892	23,289,208	26,456,001	22,215,086	25,752,755	24,430,381	26,019,243	23,209,800
	Actual '26	23,320,647	26,442,878	26,480,916	25,102,195	22,914,549	33,436,653	-	-	-	-	-	-
<b>Operating Expenses</b>	Budget FY 2026	1,523,955	1,505,229	1,437,114	1,518,348	1,435,365	1,501,983	1,570,209	1,466,374	1,518,359	1,471,741	1,575,335	1,543,034
	Actual '26	1,335,455	1,396,423	1,261,158	1,476,048	1,117,951	1,274,169	-	-	-	-	-	-
<b>Total Proceeds</b>	Budget FY 2026	6,824,097	5,579,415	5,232,316	6,687,987	5,767,308	5,057,812	7,840,650	6,578,421	5,863,153	6,604,519	7,189,374	5,991,794
	Actual '26	6,881,381	7,144,046	10,912,281	6,195,246	10,166,712	10,609,565	-	-	-	-	-	-
<b>YEAR TO DATE</b>													
<b>Gross Sales</b>	Budget FY 2026	34,781,353	69,204,768	99,984,679	136,730,076	169,771,994	205,931,229	247,708,430	281,928,582	321,978,681	359,224,828	399,318,863	435,070,275
	Actual '26	35,409,247	75,115,429	118,034,633	154,741,621	192,541,973	243,628,498	-	-	-	-	-	-
<b>Prize Expense</b>	Budget FY 2026	22,312,770	44,317,129	64,304,015	87,551,312	108,973,204	132,262,412	158,718,413	180,933,499	206,686,254	231,116,635	257,135,878	280,345,678
	Actual '26	23,320,647	49,763,525	76,244,441	101,346,636	124,261,185	157,697,838	-	-	-	-	-	-
<b>Operating Expenses</b>	Budget FY 2026	1,523,955	3,029,184	4,466,298	5,984,646	7,420,011	8,921,994	10,492,203	11,958,577	13,476,936	14,948,677	16,524,012	18,067,046
	Actual '26	1,335,455	2,731,878	3,993,036	5,469,084	6,587,035	7,861,204	-	-	-	-	-	-
<b>Total Proceeds</b>	Budget FY 2026	6,824,097	12,403,512	17,635,828	24,323,815	30,091,123	35,148,935	42,989,585	49,568,006	55,431,159	62,035,678	69,225,052	75,216,846
	Actual '26	6,881,381	14,025,427	24,937,708	31,132,954	41,299,666	51,909,231	-	-	-	-	-	-

	Current Month	Year to Date
Prize Payout - Budget	64.41%	64.23%
Prize Payout - Actual	65.45%	64.73%
Sales - Actual increase (decrease) vs. Budget		18.31%
Proceeds - Actual increase (decrease) vs. Budget		47.68%

IOWA LOTTERY  
PERFORMANCE MEASURES

FY 2026

December 31, 2025

MONTH		JUL	AUG	SEP	OCT	NOV	DEC	JAN	FEB	MAR	APR	MAY	JUN
Gross Sales	Budget FY 2026	<b>34,781,353</b>	<b>34,423,415</b>	<b>30,779,911</b>	<b>36,745,397</b>	<b>33,041,918</b>	<b>36,159,235</b>	<b>41,777,201</b>	<b>34,220,152</b>	<b>40,050,099</b>	<b>37,246,147</b>	<b>40,094,035</b>	<b>35,751,412</b>
	Actual '25	34,251,832	35,238,989	33,121,327	34,879,157	35,595,520	43,944,615	40,285,123	34,596,468	37,338,764	35,348,409	36,386,527	33,948,869
	Actual '26	35,409,247	39,706,182	42,919,204	36,706,988	37,800,352	51,086,525	-	-	-	-	-	-
Prize Expense	Budget FY 2026	<b>22,312,770</b>	<b>22,004,359</b>	<b>19,986,886</b>	<b>23,247,297</b>	<b>21,421,892</b>	<b>23,289,208</b>	<b>26,456,001</b>	<b>22,215,086</b>	<b>25,752,755</b>	<b>24,430,381</b>	<b>26,019,243</b>	<b>23,209,800</b>
	Actual '25	22,234,304	22,923,267	21,670,189	23,025,223	22,563,902	29,061,640	24,771,871	22,096,064	24,591,652	23,735,714	23,783,338	23,080,969
	Actual '26	23,320,647	26,442,878	26,480,916	25,102,195	22,914,549	33,436,653	-	-	-	-	-	-
Operating Expenses	Budget FY 2026	<b>1,523,955</b>	<b>1,505,229</b>	<b>1,437,114</b>	<b>1,518,348</b>	<b>1,435,365</b>	<b>1,501,983</b>	<b>1,570,209</b>	<b>1,466,374</b>	<b>1,518,359</b>	<b>1,471,741</b>	<b>1,575,335</b>	<b>1,543,034</b>
	Actual '25	1,222,681	1,184,983	1,101,129	1,147,144	1,095,886	1,224,700	1,275,352	1,152,907	1,270,806	1,547,652	1,409,498	567,758
	Actual '26	1,335,455	1,396,423	1,261,158	1,476,048	1,117,951	1,274,169	-	-	-	-	-	-
Total Proceeds	Budget FY 2026	<b>6,824,097</b>	<b>5,579,415</b>	<b>5,232,316</b>	<b>6,687,987</b>	<b>5,767,308</b>	<b>5,057,812</b>	<b>7,840,650</b>	<b>6,578,421</b>	<b>5,863,153</b>	<b>6,604,519</b>	<b>7,189,374</b>	<b>5,991,794</b>
	Actual '25	6,629,199	5,017,168	6,340,353	6,998,824	8,204,277	8,632,425	10,374,207	8,038,966	7,704,841	6,232,796	6,890,293	5,083,351
	Actual '26	6,881,381	7,144,046	10,912,281	6,195,246	10,166,712	10,609,565	-	-	-	-	-	-
YEAR TO DATE													
Gross Sales	Budget FY 2026	<b>34,781,353</b>	<b>69,204,768</b>	<b>99,984,679</b>	<b>136,730,076</b>	<b>169,771,994</b>	<b>205,931,229</b>	<b>247,708,430</b>	<b>281,928,582</b>	<b>321,978,681</b>	<b>359,224,828</b>	<b>399,318,863</b>	<b>435,070,275</b>
	Actual '25	34,251,832	69,490,821	102,612,148	137,491,305	173,086,825	217,031,440	257,316,563	291,913,031	329,251,795	364,600,204	400,986,731	434,935,600
	Actual '26	35,409,247	75,115,429	118,034,633	154,741,621	192,541,973	243,628,498	-	-	-	-	-	-
Prize Expense	Budget FY 2026	<b>22,312,770</b>	<b>44,317,129</b>	<b>64,304,015</b>	<b>87,551,312</b>	<b>108,973,204</b>	<b>132,262,412</b>	<b>158,718,413</b>	<b>180,933,499</b>	<b>206,686,254</b>	<b>231,116,635</b>	<b>257,135,878</b>	<b>280,345,678</b>
	Actual '25	22,234,304	45,157,571	66,827,760	89,852,983	112,416,885	141,478,525	166,250,396	188,346,460	212,938,112	236,673,826	260,457,164	283,538,133
	Actual '26	23,320,647	49,763,525	76,244,441	101,346,636	124,261,185	157,897,838	-	-	-	-	-	-
Operating Expenses	Budget FY 2026	<b>1,523,955</b>	<b>3,029,184</b>	<b>4,466,298</b>	<b>5,984,646</b>	<b>7,420,011</b>	<b>8,921,994</b>	<b>10,492,203</b>	<b>11,958,577</b>	<b>13,476,936</b>	<b>14,948,677</b>	<b>16,524,012</b>	<b>18,067,046</b>
	Actual '25	1,222,681	2,407,664	3,508,793	4,655,937	5,751,823	6,976,523	8,251,875	9,404,782	10,675,588	12,223,240	13,632,738	14,200,496
	Actual '26	1,335,455	2,731,878	3,993,036	5,469,084	6,587,035	7,861,204	-	-	-	-	-	-
Total Proceeds	Budget FY 2026	<b>6,824,097</b>	<b>12,403,512</b>	<b>17,635,828</b>	<b>24,323,815</b>	<b>30,091,123</b>	<b>35,148,935</b>	<b>42,989,585</b>	<b>49,568,006</b>	<b>55,431,159</b>	<b>62,035,678</b>	<b>69,225,052</b>	<b>75,216,846</b>
	Actual '25	6,629,199	11,646,367	17,986,720	24,985,544	33,189,821	41,822,246	52,196,453	60,235,419	67,940,260	74,173,056	81,063,349	86,146,700
	Actual '26	6,881,381	14,025,427	24,937,708	31,132,954	41,299,666	51,909,231	-	-	-	-	-	-

Current Month Year to Date

Prize Payout - Budget	64.41%	64.23%
Prize Payout - Actual	65.45%	64.73%
Sales - Actual increase (decrease) vs. Budget	18.31%	
Proceeds - Actual increase (decrease) vs. Budget	47.68%	

**Extension to the Memorandum of Understanding between the Iowa Department of Revenue, an executive branch agency of the State of Iowa into which Iowa Lottery Authority has been incorporated as of July 1, 2023, and Abacus Solutions Management Ltd., executed December 28, 2021**

This Extension ("Extension") to the Memorandum of Understanding stated above ("MOU") by and between the Iowa Department of Revenue ("IDR") and Abacus Solutions Management Ltd. ("Abacus"), is effective on December 28, 2024.

**Section 1: Extension**

IDR exercises its option under Section 4 of the MOU to extend the MOU by two (2) years, through and including December 27, 2026.

**Section 2: Successors and Assigns.**

This Extension shall be binding upon and inure to the benefit of the successors and permitted assigns of the parties hereto.

**Section 3: Entire Agreement.**

This Extension and the MOU (including any written amendments thereto), collectively, as the complete agreement of the parties and supersede any prior agreements or representations, whether oral or written, with respect thereto.

**Section 4: Ratification & Authorization.**

Except as expressly amended and supplemented herein, the Extension shall remain in full force and effect, and the parties hereby ratify and confirm the terms and conditions thereof. Each party to this Extension represents and warrants to the other that it has the right, power, and authority to enter into and perform its obligations under this Extension, and it has taken all requisite actions (corporate, statutory, or otherwise) to approve execution, delivery, and performance of this Extension, and that this Extension constitutes a legal, valid, and binding obligation.

**Section 5: Execution.**

IN WITNESS WHEREOF, in consideration of the mutual covenants set forth above and for other good and valuable consideration, the receipt, adequacy and legal sufficiency of which are hereby acknowledged, the parties have entered into the above Extension and have caused their duly authorized representatives to execute this Extension.

**Iowa Department of Revenue**

**Abacus Solutions  
Management Ltd.**

**Signature**  
Name: Mary Mosiman  
Title: Director

**Signature**  
Name: Simon Butler  
Title: CEO

MLBIA61

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\$1

# My Lucky Bucks

UU	→	\$100
UU 7	→	\$50
UU	→	\$20
UUO	→	\$5
UUX	→	\$2
UU	→	\$1

CRISS CROSS • FOLLOW THE ARROWS • MULTIPLE WINNERS

AVERAGE ODDS OF WINNING ARE 1 IN 6.07



061000001



## **Pull-tab Game Rules and Guidelines**

### **PULL-TAB GAME #61**

#### **My Lucky Bucks**

## **Section 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. These game specific rules specify only details and restrictions applicable to this particular pull-tab game and do not govern pull-tab games in general. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **Section 2- EFFECTIVE DATE**

These game specific rules become effective on March 16, 2026, and will remain effective until modified or rescinded by the Iowa Lottery Administrator ("Administrator").

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

- 3.1     "Ticket" means an Iowa Pull-tab Game #61 Ticket.
- 3.2     "Play Symbols" means the following symbols, specific combinations of which appear under each tab on the back of each Ticket: Horseshoe; Rolled Money; Seven; Rabbit Foot; Gold Shamrock Coin; Purple Gems; Green Clover; Spilled Salt; Umbrella; Ladder.
- 3.3         "Unit" means a shrink-wrapped sleeve containing 540 Tickets.
- 3.4         "Unit Serial Number" is the nine-digit number appearing on the front of the Ticket.

## **Section 4 - DETERMINATION OF WINNING TICKET**

My Lucky Bucks is played by peeling apart the five tabs located on the back of the Ticket. Check all five tab areas.

Three Play Symbols are printed under each tab. If three consecutive Play 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. Winning Tickets paid by the retailer may contain multiple winners.

Winning Tickets have an arrow connecting each winning combination and a prize code printed in black on the far left of the lower-most winning arrowhead tab showing the total dollar amount the Ticket pays.

The winning Play Symbol combinations and corresponding prize amounts are as follows:

2 Horseshoe Symbols and 1 Rolled Money Symbol	\$100.00
2 Horseshoe Symbols and 1 Seven Symbol	\$50.00
2 Horseshoe Symbols and 1 Rabbit Foot Symbol	\$20.00

2 Horseshoe Symbols and 1 Gold Shamrock Coin Symbol	\$5.00
2 Horseshoe Symbols and 1 Purple Gems Symbol	\$2.00
2 Horseshoe Symbols and 1 Green Clover Symbol	\$1.00

#### **Section 5 - NUMBER AND VALUES OF PRIZES PER UNIT**

Prize	Number of Winning Tabs	Prize Payout
\$100.00	1	\$100.00
\$50.00	1	\$50.00
\$20.00	2	\$40.00
\$5.00	4	\$20.00
\$2.00	22	\$44.00
\$1.00	82	\$82.00

The overall odds of winning a prize in each pack are 1 in 6.07.

#### **Section 6 - VALIDATION REQUIREMENTS**

Each winning Ticket will have a prize code printed in black on the far left of the lower-most winning arrowhead tab showing the total dollar amount the Ticket pays.

After the player has signed their Ticket, verify that the winning Ticket was sold at your location by swiping the barcode through the barcode reader.

Pay the amount indicated by the prize code.

Destroy the prize code before disposing of the Ticket.

#### **Section 7 - PRICE**

The price of a Ticket is \$ 1.00.

#### **Section 8 - CLAIMS AND TICKET RESPONSIBILITY**

8.1 All prizes must be claimed at the place of business of the retailer that sold the Ticket

8.2 A 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 Administrator 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. By purchasing or obtaining a Ticket, a player agrees to the terms of these rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

GRSIA64

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\$1

# GRIP, RIP & SIP

	\$100
	\$70
	\$10
	\$5
	\$2
	\$1

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AVERAGE ODDS OF WINNING ARE 1 IN 6.07



064000001



## **Pull-tab Game Rules and Guidelines**

**PULL-TAB GAME #64**

**Grip, Rip & Sip**

## **Section 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. These game specific rules specify only details and restrictions applicable to this particular pull-tab game and do not govern pull-tab games in general. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **Section 2- EFFECTIVE DATE**

These game specific rules become effective on June 15, 2026, and will remain effective until modified or rescinded by the Iowa Lottery Administrator ("Administrator").

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

- 3.1     "Ticket" means an Iowa Pull-tab Game #64 Ticket.
- 3.2     "Play Symbols" means the following symbols, specific combinations of which appear under each tab on the back of each Ticket: Full Beer Mug; Stack of Coins; Glass of Wine; Winning Pull-tab Ticket; Tilted Pitcher of Beer; Banded Money; Shot Glass; Martini; Losing Tickets; Blue Stack of Pull-tabs.
- 3.3     "Unit" means a shrink-wrapped sleeve containing 540 Tickets.
- 3.4     "Unit Serial Number" is the nine-digit number appearing on the front of the Ticket.

## **Section 4 - DETERMINATION OF WINNING TICKET**

Grip, Rip & Sip is played by peeling apart the five tabs located on the back of the Ticket. Check all five tab areas.

Three Play Symbols are printed under each tab. If three consecutive Play 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. Winning Tickets paid by the retailer may contain multiple winners.

Winning Tickets have an arrow connecting each winning combination and a prize code printed in black on the far left of the lower-most winning arrowhead tab showing the total dollar amount the Ticket pays.

The winning Play Symbol combinations and corresponding prize amounts are as follows:

2 Full Beer Mug Symbols and 1 Stack of Coins Symbol	\$100.00
2 Full Beer Mug Symbols and 1 Glass of Wine Symbol	\$70.00

2 Full Beer Mug Symbols and 1 Winning Pull-tab Ticket Symbol	\$10.00
2 Full Beer Mug Symbols and 1 Tilted Pitcher of Beer Symbol	\$5.00
2 Full Beer Mug Symbols and 1 Banded Money Symbol	\$2.00
2 Full Beer Mug Symbols and 1 Shot Glass Symbol	\$1.00

#### **Section 5 - NUMBER AND VALUES OF PRIZES PER UNIT**

Prize	Number of Winning Tabs	Prize Payout
\$100.00	1	\$100.00
\$70.00	1	\$70.00
\$10.00	2	\$20.00
\$5.00	4	\$20.00
\$2.00 (single wins)	22	\$44.00
\$2.00 (\$1+\$1)	23	\$46.00
\$1.00	36	\$36.00

The overall odds of winning a prize in each pack are 1 in 6.07.

#### **Section 6 - VALIDATION REQUIREMENTS**

Each winning Ticket will have a prize code printed in black on the far left of the lower-most winning arrowhead tab showing the total dollar amount the Ticket pays.

After the player has signed their Ticket, verify that the winning Ticket was sold at your location by swiping the barcode through the barcode reader.

Pay the amount indicated by the prize code.

Destroy the prize code before disposing of the Ticket.

#### **Section 7 - PRICE**

The price of a Ticket is \$ 1.00.

#### **Section 8 - CLAIMS AND TICKET RESPONSIBILITY**

8.1 All prizes must be claimed at the place of business of the retailer that sold the Ticket

- 8.2 A 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 Administrator 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. By purchasing or obtaining a Ticket, a player agrees to the terms of these rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

NBIA66

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\$2

# NEON BARS

JACKPOT ★ \$1,100

				\$200
				\$50
				\$20
				\$10
				\$5
				\$2

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AVERAGE ODDS OF WINNING ARE 1 IN 4.43



0XX000001



## **Pull-tab Game Rules and Guidelines**

### **PULL-TAB GAME #66**

#### **Neon Bars**

## **Section 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. These game specific rules specify only details and restrictions applicable to this particular pull-tab game and do not govern pull-tab games in general. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **Section 2- EFFECTIVE DATE**

These game specific rules become effective on June 15, 2026, and will remain effective until modified or rescinded by the Iowa Lottery Administrator ("Administrator").

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

- 3.1     "Ticket" means an Iowa Pull-tab Game #66 Ticket.
- 3.2     "Play Symbols" means the following symbols, specific combinations of which appear under each tab on the back of each Ticket: JACKPOT; Green Bar Sign; Pink Triple Bar Sign; Clover; Star; Cherries; Diamond; Bell; Watermelon; Pineapple; Grapes.
- 3.3         "Unit" means a shrink-wrapped sleeve containing 540 Tickets.
- 3.4         "Unit Serial Number" is the nine-digit number appearing on the front of the Ticket.

## **Section 4 - DETERMINATION OF WINNING TICKET**

Neon Bars is played by peeling apart the five tabs located on the back of the Ticket. Check all five tab areas.

Three Play Symbols are printed under each tab, other than those tabs winning a jackpot prize. If three consecutive Play 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. Winning Tickets paid by the retailer may contain multiple winners.

Winning tickets have an arrow connecting each winning combination and a prize code printed in black on the far left of the lower-most winning arrowhead tab showing the total dollar amount the Ticket pays.

Tickets winning the jackpot prize will have the single JACKPOT play symbol printed horizontally across one entire pull-tab window with the jackpot amount won printed perpendicular to that play symbol in the far left side of the single pull-tab window.

If a player reveals the top jackpot amount printed alongside the JACKPOT play symbol within a single window tab, the player must claim their top jackpot prize directly from a Lottery office. All other winning Tickets shall be paid by the retailer who sold the player the Ticket.

The winning Play Symbol combinations and corresponding prize amounts are as follows:

JACKPOT Symbol	\$1,100.00
2 Green Bar Sign Symbols and 1 Pink Triple Bar Sign Symbol	\$200.00
2 Green Bar Sign Symbols and 1 Clover Symbol	\$50.00
2 Green Bar Sign Symbols and 1 Star Symbol	\$20.00
2 Green Bar Sign Symbols and 1 Cherries Symbol	\$10.00
2 Green Bar Sign Symbols and 1 Diamond Symbol	\$5.00
2 Green Bar Sign Symbols and 1 Bell Symbol	\$2.00

#### **Section 5 - NUMBER AND VALUES OF PRIZES PER UNIT**

Prize	Number of Winning Tabs	Prize Payout
\$200.00	1	\$200.00
\$50.00	1	\$50.00
\$20.00	4	\$80.00
\$10.00	10	\$100.00
\$5.00	8	\$40.00
\$2.00	101	\$202.00

The overall odds of winning a prize in each pack are 1 in 4.43. There are 20 jackpot prizes of \$1,100.00 available in the game.

#### **Section 6 - VALIDATION REQUIREMENTS**

Each winning Ticket that does not have a JACKPOT symbol will have a prize code printed in black on the far left of the lower most winning arrowhead tab showing the total dollar amount the Ticket pays.

After the player has signed their Ticket, verify that the winning Ticket was sold at your location by swiping the barcode through the barcode reader.

Pay the amount indicated by the prize code, with the exception of the jackpot prizes. Players must claim jackpot prizes by bringing their Ticket to any Lottery office.

Destroy the prize code on all non-jackpot winning tickets before disposing of the Ticket.

## **Section 7 - PRICE**

The price of a Ticket is \$ 2.00.

## **Section 8 - CLAIMS AND TICKET RESPONSIBILITY**

- 8.1 All prizes, except a jackpot prize, must be claimed at the place of business of the retailer which sold the Ticket. If a player wins a jackpot prize, the player must retain their Ticket to claim the jackpot prize at any Lottery office.
- 8.2 A 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 Administrator 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. By purchasing or obtaining a Ticket, a player agrees to the terms of these rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

BBA71

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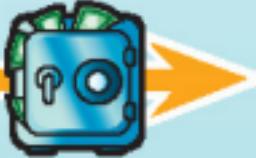
\$5

# BANKIN' BUCKS

JACKPOT \$4,000

  \$300

  \$150

  \$50

  \$25

  \$10

  \$5

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AVERAGE ODDS OF WINNING ARE 1 IN 3.37



0XX000001



## **Pull-tab Game Rules and Guidelines**

### **PULL-TAB GAME #71**

#### **Bankin' Bucks**

## **Section 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. These game specific rules specify only details and restrictions applicable to this particular pull-tab game and do not govern pull-tab games in general. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **Section 2- EFFECTIVE DATE**

These game specific rules become effective upon activation of Pull-tab Game #71 and will remain effective through the announced end of Pull-tab Game #71 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

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

- 3.1     "Ticket" means an Iowa Pull-tab Game #71 Ticket.
- 3.2     "Play Symbols" means the following symbols, specific combinations of which appear under each tab on the back of each ticket: JACKPOT; Bank Building; Gold Dollar Sign; ATM; Vault; Gold Wallet With Money; Blue Coin Purse; Open Briefcase; Broken Piggy Bank; Red Car; Yellow House.
- 3.3         "Unit" means a shrink-wrapped sleeve containing 540 Tickets.
- 3.4     "Unit Serial Number" is the nine-digit number appearing on the front of the Ticket.

## **Section 4 - DETERMINATION OF WINNING TICKET**

Bankin' Bucks is played by peeling apart the five tabs located on the back of the Ticket. Check all five tab areas.

Three Play Symbols are printed under each tab, other than those tabs winning a jackpot prize. If three consecutive Play 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. Winning Tickets paid by the retailer may contain multiple winners.

Winning Tickets have an arrow connecting each winning combination and a prize code printed in black on the far left of the lower-most winning arrowhead tab showing the total dollar amount the Ticket pays.

Tickets winning the jackpot prize will have the single JACKPOT play symbol printed horizontally across one entire pull-tab window with the jackpot amount won printed perpendicular to that play symbol in the far left side of the single pull-tab window.

If a player reveals the top jackpot amount printed alongside the JACKPOT play symbol within a single window tab, the player must claim their top jackpot prize directly from a Lottery office. All other winning Tickets shall be paid by the retailer who sold the player the Ticket.

The winning Play Symbol combinations and corresponding prize amounts are as follows:

JACKPOT Symbol	\$4,000.00
2 Bank Building Symbols and 1 Gold Dollar Sign Symbol	\$300.00
2 Bank Building Symbols and 1 ATM Symbol	\$150.00
2 Bank Building Symbols and 1 Vault Symbol	\$50.00
2 Bank Building Symbols and 1 Gold Wallet With Money Symbol	\$25.00
2 Bank Building Symbols and 1 Blue Coin Purse Symbol	\$10.00
2 Bank Building Symbols and 1 Open Briefcase Symbol	\$5.00

#### **Section 5 - NUMBER AND VALUES OF PRIZES PER UNIT**

Prize	Number of Winning Tabs	Prize Payout
\$300.00	1	\$300.00
\$150.00	1	\$150.00
\$50.00	2	\$100.00
\$25.00	10	\$250.00
\$10.00	25	\$250.00
\$5.00	126	\$630.00

The overall odds of winning a prize in each pack are 1 in 3.37. There are 15 jackpot prizes of \$4,000 available in the game.

#### **Section 6 - VALIDATION REQUIREMENTS**

Each winning Ticket that does not have a JACKPOT symbol will have a prize code printed in black on the far left of the lower most winning arrowhead tab showing the total dollar amount the Ticket pays.

After the player has signed their Ticket, verify that the winning Ticket was sold at your location by swiping the barcode through the barcode reader.

Pay the amount indicated by the prize code, with the exception of the jackpot prizes. Players must claim jackpot prizes by bringing their Ticket to any Lottery office.

Destroy the prize code on all non-jackpot winning tickets before disposing of the Ticket.

**Section 7 - PRICE**

The price of a Ticket is \$ 5.00.

**Section 8 - CLAIMS AND TICKET RESPONSIBILITY**

- 8.1 All prizes, except a jackpot prize, must be claimed at the place of business of the retailer which sold the Ticket. If a player wins a jackpot prize, the player must retain their Ticket to claim the jackpot prize at any Lottery office.
- 8.2 A 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 Administrator 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. By purchasing or obtaining a Ticket, a player agrees to the terms of these rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

**\$10**

**INSTAPLAY**

# MONOPOLY<sup>® BRAND</sup>

## FREE PARKING PROGRESSIVE



If the **GAME TOKEN** in the **FREE PARKING PROGRESSIVE** area matches **YOUR GAME TOKEN** in the **YOUR NUMBERS** area, win the **PROGRESSIVE JACKPOT** instantly!



**GAME TOKEN**

**CURRENT PROGRESSIVE JACKPOT: \$XXX,XXX**  
**PROGRESSIVE JACKPOT STARTS AT \$50,000**

If any of **YOUR NUMBERS** match any **WINNING NUMBERS**, win the prize shown under the matching numbers. If this “” symbol appears, win the prize shown under that symbol instantly. If this “” symbol appears, win \$200 instantly!

### WINNING NUMBERS

**5**

FIVE

**14**

FORTN

**26**

TWYSIX

**29**

TWYNIN

**9**

NINE

**17**

SVNTN

### YOUR NUMBERS

**23**

TWYTHR

**16**

SIXTN



**2**

TWO

**\$20.00**

TWENTY

**\$100**

ONEHUN

**\$10.00**

TENDOL

**\$30.00**

THIRTY

**4**

FOUR

**13**

THRTN



**15**

FIFTN

**\$200**

TWOHUN

**\$50.00**

FIFTY

**\$30.00**

THIRTY

**28**

TWYEGT

**7**

SEVEN

**18**

EGHTN

**29**

TWYNIN

**\$100**

ONEHUN

**\$20.00**

TWENTY

**\$500**

FIVHUN

**\$10.00**

TENDOL

**8**

EIGHT

**27**

TWYSVN

**12**

TWLV

**21**

TWYONE

**\$1,000**

ONETHO

**\$50.00**

FIFTY

**\$200**

TWOHUN

**\$500**

FIVHUN

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FOR COMPLETE GAME DETAILS GO TO:  
[www.ialottery.com](http://www.ialottery.com)



## **INSTAPLAY GAMES RULES AND GUIDELINES**

**INSTAPLAY GAME #173**

**MONOPOLY.®  
FREE PARKING  
PROGRESSIVE**

## Game Information

Game Number	173
Game Name	MONOPOLY® FREE PARKING PROGRESSIVE
Game Type	InstaPlay
Activation Date	3/1/2026
Ticket Price	\$10.00
Starting Ticket	0
Ending Ticket	999
Tickets Per Pack	1000

## Consolidated Prize Amounts

\$10.00	(Ten dollars) or
\$20.00	(Twenty dollars) or
\$30.00	(Thirty dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$200.00	(Two hundred dollars) or
\$500.00	(Five hundred dollars) or
\$1,000.00	(One thousand dollars) or
\$50,000.00	(Fifty thousand dollars) or
\$120,000.00	(One hundred twenty thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,440,000 Tickets in the game.

InstaPlay Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$10.00	198,360	1: 7.26	Paid by Retailer
\$20.00	128,880	1: 11.17	Paid by Retailer
\$30.00	34,920	1: 41.24	Paid by Retailer
\$50.00	20,880	1: 68.97	Paid by Retailer
\$100.00	5,100	1: 282.35	Paid by Retailer
\$200.00	4,200	1: 342.86	Paid by Retailer
\$500.00	960	1: 1,500.00	Paid by Retailer
\$1,000.00	246	1: 5,853.66	Paid by Lottery
\$50,000.00	12	1: 120,000.00	Paid by Lottery

The overall odds are 1: 3.66

In the event additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

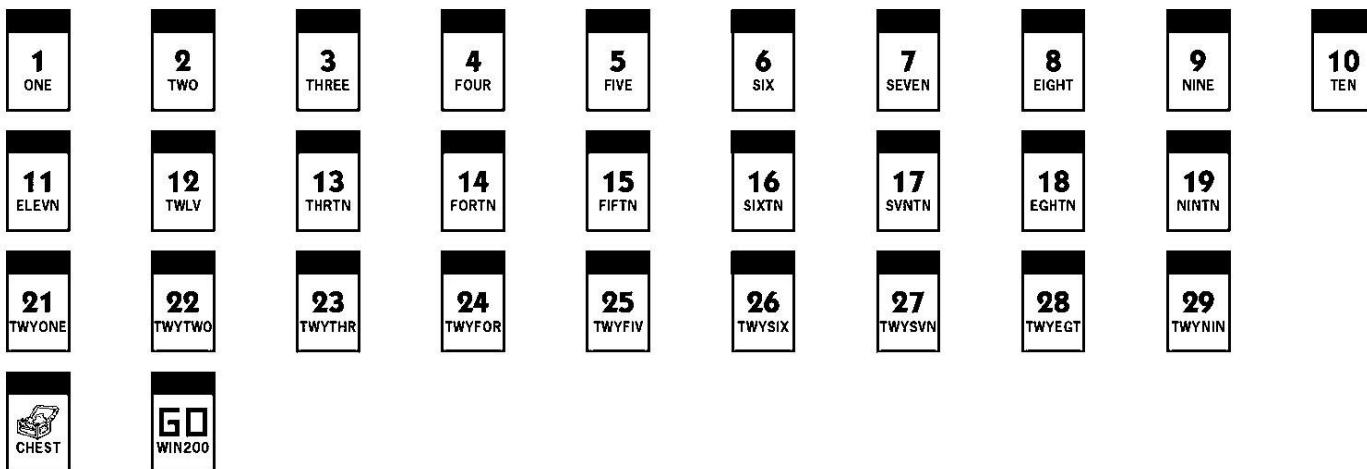
## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of InstaPlay Game #173 unless earlier modified or rescinded by the Iowa Lottery Administrator.

## **SECTION 3 - DEFINITIONS**

- 3.1 **"Ticket"** means an Iowa InstaPlay Game #173 Ticket.
- 3.2 **"Ticket Validation Code"** for InstaPlay Game #173 means the three (3) bar codes found at the bottom of the front of the Ticket.
- 3.3 **"Ticket Identification Number"** is the twelve (12) digit number of the form 173-100001-000 printed above the Game Play Area.
- 3.4 **"Game Play Area Symbols"** for InstaPlay Game #173 are as follows:

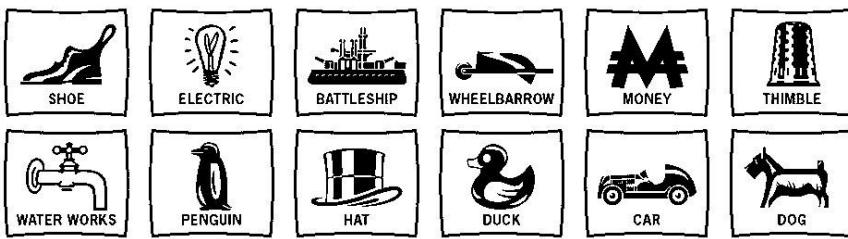
### **Your Numbers Play Symbols**



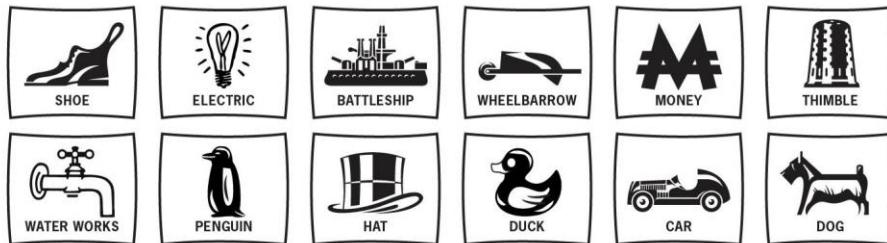
### **Winning Numbers Play Symbols**

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THREE	<b>4</b> FOUR	<b>5</b> FIVE	<b>6</b> SIX	<b>7</b> SEVEN	<b>8</b> EIGHT	<b>9</b> NINE	<b>10</b> TEN
<b>11</b> ELEVN	<b>12</b> TWLVL	<b>13</b> THRTN	<b>14</b> FORTN	<b>15</b> FIFTN	<b>16</b> SIXTN	<b>17</b> SVNTN	<b>18</b> EGHTN	<b>19</b> NINTN	
<b>21</b> TWYONE	<b>22</b> TWYTWO	<b>23</b> TWYTHR	<b>24</b> TWYFOR	<b>25</b> TWYFIV	<b>26</b> TWYSIX	<b>27</b> TWYSVN	<b>28</b> TWYEGT	<b>29</b> TWYNIN	
 CHEST	<b>GO</b> WIN200								

## Your Game Token Play Symbols



## Game Token Play Symbols



## Your Game Token Caption Symbol

YOUR GAME  
TOKEN

## Prize Symbols

<b>\$10.00</b> TENDOL	<b>\$20.00</b> TWENTY	<b>\$30.00</b> THIRTY	<b>\$50.00</b> FIFTY
<b>\$100</b> ONEHUN	<b>\$200</b> TWOHUN	<b>\$500</b> FIVHUN	<b>\$1,000</b> ONETHO

### 3.5    “Legends”:

GAME TOKEN, YOUR GAME TOKEN, YOUR NUMBERS, WINNING NUMBERS

### 3.6    A “Non-winning Ticket” is defined as an Iowa InstaPlay Game #173 Ticket which is not intended to be a winning Ticket.

## **SECTION 4 - DETERMINATION OF INSTAPLAY PRIZE WINNERS**

### 4.1    “Game Play”:

If the GAME TOKEN in the FREE PARKING PROGRESSIVE area matches YOUR GAME TOKEN in the YOUR NUMBERS area, win the PROGRESSIVE JACKPOT instantly!

If any of YOUR NUMBERS match any WINNING NUMBERS, win the prize shown under the matching numbers. If this "CHEST" symbol appears, win the prize shown under that symbol instantly. If this "GO" symbol appears, win \$200 instantly!

- 4.2 No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the InstaPlay 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 game specific rules, the requirements set out in Title XII of the Iowa Department of Revenue's administrative rules, and the requirements set out in Iowa Code chapter 99G.
- 4.4 Terminal numbers, advertising messages, or any related validation numbers, or any portion thereof, found on the InstaPlay Ticket are not considered Play Symbols and are not usable as such.

## **SECTION 5 - NUMBER AND VALUE OF INSTAPLAY PRIZES**

- 5.1 The progressive \*JACKPOT amount for this game starts at \$50,000 and increases incrementally through the sale of Tickets for Game #173. The set amount of the purchase price for each Ticket sold in this game that shall be contributed to the \*JACKPOT is \$1.00. A player who wins a \*JACKPOT prize wins all amounts then present in the \*JACKPOT pool, as determined by the Lottery in its sole discretion. Once a \*JACKPOT winning Ticket is sold, the progressive \*JACKPOT amount will reset to \$50,000, then increase incrementally as set forth in this provision. The \*JACKPOT amount may vary with each Game #173 Ticket sold. Notwithstanding any other estimated jackpot amounts that may be shown on the ialottery.com website, on LIM monitors, or elsewhere, the \*JACKPOT amount attributable to a Game #173 Ticket is the \*JACKPOT amount featured on that Ticket.

## **SECTION 6 - INSTAPLAY TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules, the following Validation Requirements will apply with regard to the InstaPlay Game Tickets in Iowa InstaPlay Game #173.

- 6.1 To be a valid InstaPlay Game Ticket, all of the following requirements must be met:
  - a. The Ticket must be intact and have exactly: six (6) WINNING NUMBERS, four (4) YOUR NUMBERS, fifteen (15) PRIZE SYMBOLS, one (1) YOUR GAME TOKEN PLAY SYMBOL, one (1) YOUR GAME TOKEN CAPTION SYMBOL, and one (1) GAME TOKEN PLAY SYMBOL on a Ticket. The Ticket front should contain, in their entirety and fully legible, the retailer identification number, the Ticket Identification Number, and the date and time in which the Ticket was generated. The Ticket front should also contain 3 bar codes. The Ticket Identification Number and the three (3) bar codes shall correspond, using the Lottery's codes and information, to the Play Symbols on the Ticket.
  - b. The Ticket must have been issued in an authorized manner as determined by the Lottery.
  - c. The Ticket must not be altered, unreadable, reconstructed or tampered with in any manner.
  - d. The Ticket must not be counterfeit in whole or in part.
  - e. The Ticket must not be stolen, canceled, or appear on any list of omitted or test Tickets on file with the Lottery.
  - f. The Ticket must be complete and not blank or partially blank, miscut, misregistered, defective, or printed or produced in error.
  - g. The Game Play Area must be exactly as described in paragraph 6.1 and Game Play Area Symbols must appear exactly as shown in paragraphs 3.4 and 3.5. All symbols, numbers and codes must be present in their entirety, legible, right side up, and not reversed in any manner.

- h. The Ticket printing must be regular in every respect and correspond precisely with the corresponding electronic file held by the Lottery.
  - i. The information on the Ticket or share must correspond precisely with the Lottery's computer record.
  - j. The Ticket must correspond, using a computer validation file, to the winning game play or plays printed on the Ticket or share.
  - k. The Ticket must not have been previously paid.
- l. A Ticket or share shall be void unless the Ticket or share is printed on a paper stock roll that was validly issued to and used, at the time of the play, by the retailer from whom the Ticket or share was purchased.
- m. Pass all additional validation requirements stated in the game specific rules and any confidential validation requirements established by the Lottery.

6.2 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Iowa Lottery Administrator may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Iowa Lottery Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of the remedy for an invalid or defective Ticket.

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

- 7.1 All game prizes must be claimed within ninety (90) days of the date of sale of the InstaPlay Ticket. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when claimant is legally required to fill out tax forms in order to claim the prize.
- 7.2 The Lottery shall not be responsible for lost or stolen Tickets.
- 7.3 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.
- 7.4 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.

**\$20****INSTAPLAY**

# HIGH ROLLER

# BLACKJACK

♠ ♡ ♢ ♦ BLOWOUT

LOADED WITH  
\$100, \$200 AND \$500 PRIZES!

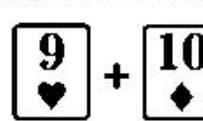
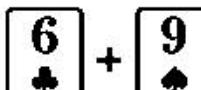
**HOW TO PLAY**

K, Q, J = 10, A = 11

Add the two cards in each HAND. If the total in any of YOUR HANDS is higher than the total in the DEALER'S HAND, win the prize shown for that HAND. If any of YOUR HANDS total 21, win DOUBLE the prize shown for that HAND. Each HAND and TABLE is played separately.

**TABLE 1****HAND 1**

**\$100**  
ONEHUN

**DEALER'S HAND****HAND 2**

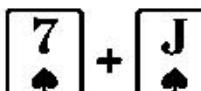
**\$200**  
TWOHUN

**HAND 3**

**\$500**  
FIVEHUN

**HAND 4**

**\$200**  
TWOHUN

**HAND 5**

**\$500**  
FIVEHUN

**TABLE 2****HAND 1**

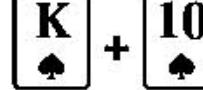
**\$200**  
TWOHUN

**DEALER'S HAND****HAND 2**

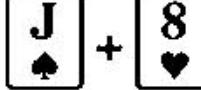
**\$100**  
ONEHUN

**HAND 3**

**\$500**  
FIVEHUN

**HAND 4**

**\$100**  
ONEHUN

**HAND 5**

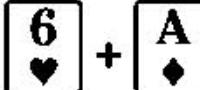
**\$100**  
ONEHUN

**TABLE 3****HAND 1**

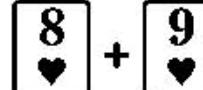
**\$200**  
TWOHUN

**DEALER'S HAND****HAND 2**

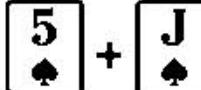
**\$100**  
ONEHUN

**HAND 3**

**\$200**  
TWOHUN

**HAND 4**

**\$100**  
ONEHUN

**HAND 5**

**\$500**  
FIVEHUN

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## **INSTAPLAY GAMES RULES AND GUIDELINES**

**INSTAPLAY GAME #174**

**HIGH ROLLER  
BLACKJACK  
BLOWOUT**

## Game Information

Game Number	174
Game Name	HIGH ROLLER BLACKJACK BLOWOUT
Game Type	InstaPlay
Activation Date	3/1/2026
Ticket Price	\$20.00
Starting Ticket	0
Ending Ticket	999
Tickets Per Pack	1000

## Consolidated Prize Amounts

\$100.00	(One hundred dollars) or
\$200.00	(Two hundred dollars) or
\$500.00	(Five hundred dollars)

## Expected Number and Value of Prizes

There will be approximately 1,440,000 Tickets in the game.

InstaPlay Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$100.00	144,000	1: 10.00	Paid by Retailer
\$200.00	14,040	1: 102.56	Paid by Retailer
\$500.00	9,360	1: 153.85	Paid by Retailer

The overall odds are 1: 8.60

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In the event additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

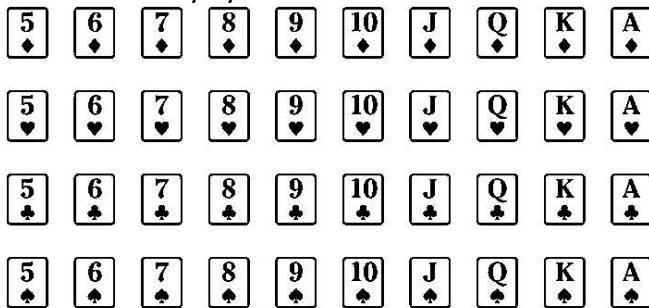
## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of InstaPlay Game #174 unless earlier modified or rescinded by the Iowa Lottery Administrator.

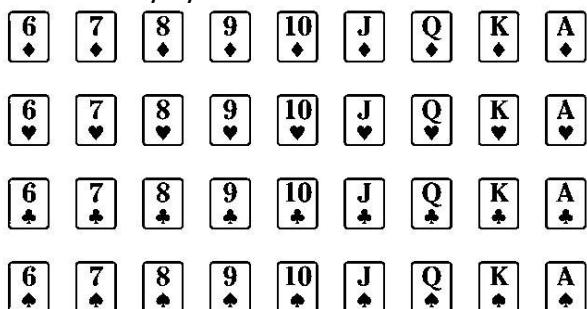
## **SECTION 3 - DEFINITIONS**

- 3.1     "Ticket" means an Iowa InstaPlay Game #174 Ticket.
- 3.2     "Ticket Validation Code" for InstaPlay Game #174 means the three (3) bar codes found at the bottom of the front of the Ticket.
- 3.3     "Ticket Identification Number" is the twelve (12) digit number of the form 174-100001-000 printed above the Game Play Area.
- 3.4     "Game Play Area Symbols" for InstaPlay Game #174 are as follows:

### **Your Hand Play Symbols**



### **Dealer's Play Symbols**



## Prize Symbols

**\$100**  
ONEHUN      **\$200**  
TWOHUN      **\$500**  
FIVEHUN

### 3.5    “Legends”:

HAND 1, HAND 2, HAND 3, HAND 4, HAND 5, DEALER'S HAND, TABLE 1, TABLE 2, and TABLE 3 will each be printed on the Ticket above their respective Game Play Areas

### 3.6    A “Non-winning Ticket” is defined as an Iowa InstaPlay Game #174 Ticket which is not intended to be a winning Ticket.

## **SECTION 4 - DETERMINATION OF INSTAPLAY PRIZE WINNERS**

### 4.1    “Game Play”:

#### HOW TO PLAY:

K, Q, J = 10, A = 11

Add the two cards in each HAND. If the total in any of YOUR HANDS is higher than the total in the DEALER'S HAND, win the prize shown for that HAND. If any of YOUR HANDS total 21, win DOUBLE the prize shown for that HAND. Each HAND and TABLE is played separately.

### 4.2    No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the InstaPlay 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 game specific rules, the requirements set out in Title XII of the Iowa Department of Revenue's administrative rules, and the requirements set out in Iowa Code chapter 99G.

### 4.4    Terminal numbers, advertising messages, or any related validation numbers, or any portion thereof, found on the InstaPlay Ticket are not considered Play Symbols and are not usable as such.

## **SECTION 5 - INSTAPLAY TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules, the following Validation Requirements will apply with regard to the InstaPlay Game Tickets in Iowa InstaPlay Game #174

### 5.1    To be a valid InstaPlay Game Ticket, all of the following requirements must be met:

- a. The Ticket must be intact and have exactly: HAND 1, HAND 2, HAND 3, HAND 4, HAND 5, and DEALER'S HAND at each TABLE 1, TABLE 2, and TABLE 3 on a Ticket. The Ticket front should contain, in their entirety and fully legible, the retailer identification number, the Ticket Identification Number, and the date and time in which the Ticket was generated. The Ticket front should also contain 3 bar codes. The Ticket Identification Number and the three (3) bar codes shall correspond, using the Lottery's codes and information, to the Play Symbols on the Ticket.
- b. The Ticket must have been issued in an authorized manner as determined by the Lottery.
- c. The Ticket must not be altered, unreadable, reconstructed or tampered with in any manner.

- d. The Ticket must not be counterfeit in whole or in part.
- e. The Ticket must not be stolen, canceled, or appear on any list of omitted or test Tickets on file with the Lottery.
- f. The Ticket must be complete and not blank or partially blank, miscut, misregistered, defective, or printed or produced in error.
- g. The Game Play Area must be exactly as described in paragraph 6.1 and Game Play Area Symbols must appear exactly as shown in paragraphs 3.4 and 3.5. All symbols, numbers and codes must be present in their entirety, legible, right side up, and not reversed in any manner.
- h. The Ticket printing must be regular in every respect and correspond precisely with the corresponding electronic file held by the Lottery.
- i. The information on the Ticket or share must correspond precisely with the Lottery's computer record.
- j. The Ticket must correspond, using a computer validation file, to the winning game play or plays printed on the Ticket or share.
- k. The Ticket must not have been previously paid.
- l. A Ticket or share shall be void unless the Ticket or share is printed on a paper stock roll that was validly issued to and used, at the time of the play, by the retailer from whom the Ticket or share was purchased.
- m. Pass all additional validation requirements stated in the game specific rules and any confidential validation requirements established by the Lottery.

5.2 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Iowa Lottery Administrator may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Iowa Lottery Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of the remedy for an invalid or defective Ticket.

## **SECTION 6 - INSTAPLAY TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

6.1 All game prizes must be claimed within ninety (90) days of the date of sale of the InstaPlay Ticket. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when claimant is legally required to fill out tax forms in order to claim the prize.

6.2 The Lottery shall not be responsible for lost or stolen Tickets.

- 6.3 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.
- 6.4 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.

**\$3****INSTAPLAY****\$\$\$**

# PRIZE PYRAMID

## TOP PRIZE \$12,000!

If you completely match all YOUR NUMBERS in a PYRAMID LEVEL horizontally using the WINNING NUMBERS, win the prize shown for that LEVEL. Each PYRAMID and PYRAMID LEVEL is played separately.

### WINNING NUMBERS

<b>20</b> TWENT	<b>5</b> FIVE	<b>23</b> TWYTHR	<b>35</b> THYFIV	<b>10</b> TEN	<b>21</b> TWYONE	<b>18</b> EGHTN	<b>25</b> TWYFIV
<b>17</b> SVNTN	<b>29</b> TWYNIN	<b>15</b> FIFTN	<b>26</b> TWYSIX	<b>1</b> ONE	<b>11</b> ELEVN	<b>32</b> THYTWO	<b>30</b> THIRT

**PYRAMID 1 NUMBERS****LEVEL 1**

\$3.00

THREE

**LEVEL 2**

\$20.00

TWENTY

**LEVEL 3**

\$200

TWOHUN

**LEVEL 4**

\$300

THRHUN

**PYRAMID 2 NUMBERS****LEVEL 1**

\$5.00

FIVE

**LEVEL 2**

\$15.00

FIFTN

**LEVEL 3**

\$100

ONEHUN

**LEVEL 4**

\$500

FIVHUN

**LEVEL 5**

\$12,000

TLVTHO

FOR COMPLETE GAME DETAILS GO TO:  
[www.ialottery.com](http://www.ialottery.com)



## **INSTAPLAY GAMES RULES AND GUIDELINES**

**INSTAPLAY GAME #175**

**PRIZE PYRAMID**

## Game Information

Game Number	175
Game Name	PRIZE PYRAMID
Game Type	InstaPlay
Activation Date	3/1/2026
Ticket Price	\$3.00
Starting Ticket	0
Ending Ticket	999
Tickets Per Pack	1000

## Consolidated Prize Amounts

\$3.00	(Three dollars) or
\$5.00	(Five dollars) or
\$10.00	(Ten dollars) or
\$15.00	(Fifteen dollars) or
\$20.00	(Twenty dollars) or
\$30.00	(Thirty dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$200.00	(Two hundred dollars) or
\$300.00	(Three hundred dollars) or
\$500.00	(Five hundred dollars) or
\$1,000.00	(One thousand dollars) or
\$12,000.00	(Twelve thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,440,000 Tickets in the game.

InstaPlay Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$3.00	230,400	1: 6.25	Paid by Retailer
\$5.00	92,880	1: 15.50	Paid by Retailer
\$10.00	36,720	1: 39.22	Paid by Retailer
\$15.00	20,160	1: 71.43	Paid by Retailer
\$20.00	14,400	1: 100.00	Paid by Retailer
\$30.00	4,680	1: 307.69	Paid by Retailer
\$50.00	2,880	1: 500.00	Paid by Retailer
\$100.00	966	1: 1,490.68	Paid by Retailer
\$200.00	300	1: 4,800.00	Paid by Retailer
\$300.00	132	1: 10,909.09	Paid by Retailer
\$500.00	48	1: 30,000.00	Paid by Retailer
\$1,000.00	18	1: 80,000.00	Paid by Lottery
\$12,000.00	12	1: 120,000.00	Paid by Lottery

The overall odds are 1: 3.56

In the event additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of InstaPlay Game #175 unless earlier modified or rescinded by the Iowa Lottery Administrator.

## **SECTION 3 - DEFINITIONS**

- 3.1     "Ticket" means an Iowa InstaPlay Game #175 Ticket.
- 3.2     "Ticket Validation Code" for InstaPlay Game #175 means the three (3) bar codes found at the bottom of the front of the Ticket.
- 3.3     "Ticket Identification Number" is the twelve (12) digit number of the form 175-100001-000 printed above the Game Play Area.
- 3.4     "Game Play Area Symbols" for InstaPlay Game #175 are as follows:

### **Pyramid Number Play Symbols**

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THREE	<b>4</b> FOUR	<b>5</b> FIVE	<b>6</b> SIX	<b>7</b> SEVEN	<b>8</b> EIGHT	<b>9</b> NINE	<b>10</b> TEN
<b>11</b> ELEVN	<b>12</b> TWLVL	<b>13</b> THRTN	<b>14</b> FORTN	<b>15</b> FIFTN	<b>16</b> SIXTN	<b>17</b> SVNTN	<b>18</b> EGHTN	<b>19</b> NINTN	<b>20</b> TWENT
<b>21</b> TWYONE	<b>22</b> TWYTWO	<b>23</b> TWYTHR	<b>24</b> TWYFOR	<b>25</b> TWYFIV	<b>26</b> TWYSIX	<b>27</b> TWYSVN	<b>28</b> TWYEQT	<b>29</b> TWYNIN	<b>30</b> THIRT
<b>31</b> THYONE	<b>32</b> THYTWO	<b>33</b> THYTHR	<b>34</b> THYFOR	<b>35</b> THYFIV	<b>36</b> THYSIX	<b>37</b> THYSVN	<b>38</b> THYEQT	<b>39</b> THYNIN	<b>40</b> FORT
<b>41</b> FRYONE	<b>42</b> FRYTWO	<b>43</b> FRYTHR	<b>44</b> FRYFOR	<b>45</b> FRYFIV	<b>46</b> FRYSIX	<b>47</b> FRYSVN	<b>48</b> FRYEQT	<b>49</b> FRYNIN	<b>50</b> FIFT
<b>51</b> FTYONE	<b>52</b> FTYTWO	<b>53</b> FTYTHR	<b>54</b> FTYFOR	<b>55</b> FTYFIV					

### **Winning Number Play Symbols**

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THREE	<b>4</b> FOUR	<b>5</b> FIVE	<b>6</b> SIX	<b>7</b> SEVEN	<b>8</b> EIGHT	<b>9</b> NINE	<b>10</b> TEN
<b>11</b> ELEVN	<b>12</b> TWLVL	<b>13</b> THRTN	<b>14</b> FORTN	<b>15</b> FIFTN	<b>16</b> SIXTN	<b>17</b> SVNTN	<b>18</b> EGHTN	<b>19</b> NINTN	<b>20</b> TWENT
<b>21</b> TWYONE	<b>22</b> TWYTWO	<b>23</b> TWYTHR	<b>24</b> TWYFOR	<b>25</b> TWYFIV	<b>26</b> TWYSIX	<b>27</b> TWYSVN	<b>28</b> TWYEQT	<b>29</b> TWYNIN	<b>30</b> THIRT
<b>31</b> THYONE	<b>32</b> THYTWO	<b>33</b> THYTHR	<b>34</b> THYFOR	<b>35</b> THYFIV	<b>36</b> THYSIX	<b>37</b> THYSVN	<b>38</b> THYEQT	<b>39</b> THYNIN	<b>40</b> FORT
<b>41</b> FRYONE	<b>42</b> FRYTWO	<b>43</b> FRYTHR	<b>44</b> FRYFOR	<b>45</b> FRYFIV	<b>46</b> FRYSIX	<b>47</b> FRYSVN	<b>48</b> FRYEQT	<b>49</b> FRYNIN	<b>50</b> FIFT
<b>51</b> FTYONE	<b>52</b> FTYTWO	<b>53</b> FTYTHR	<b>54</b> FTYFOR	<b>55</b> FTYFIV					

## Level 1 Prizes

**\$3.00** THREE   **\$5.00** FIVE   **\$10.00** TEN

## Level 2 Prizes

**\$15.00** FIFTN   **\$20.00** TWENTY   **\$30.00** THIRTY

## Level 3 Prizes

**\$50.00** FIFTY   **\$100** ONEHUN   **\$200** TWOHUN

## Level 4 Prizes

**\$300** THRHUN   **\$500** FIVHUN   **\$1,000** ONETHO

## Level 5 Prize

**\$12,000** TLYTHO

### 3.5     “Legends”:

PYRAMID 1 NUMBERS, PYRAMID 2 NUMBERS, WINNING NUMBERS, LEVEL 1, LEVEL 2, LEVEL 3, LEVEL 4, and LEVEL 5 will each be printed on the Ticket above or next to their respective Game Play Areas

### 3.6     A “Non-winning Ticket” is defined as an Iowa InstaPlay Game #175 Ticket which is not intended to be a winning Ticket.

## **SECTION 4 - DETERMINATION OF INSTAPLAY PRIZE WINNERS**

### 4.1     “Game Play”:

If you completely match all YOUR NUMBERS in a PYRAMID LEVEL horizontally using the WINNING NUMBERS, win the prize shown for that LEVEL. Each PYRAMID and PYRAMID LEVEL is played separately.

### 4.2     No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the InstaPlay 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 game specific rules, the requirements set out in Title XII of the Iowa Department of Revenue’s administrative rules, and the requirements set out in Iowa Code chapter 99G.

### 4.4     Terminal numbers, advertising messages, or any related validation numbers, or any portion thereof, found on the InstaPlay Ticket are not considered Play Symbols and are not usable as such.

## **SECTION 5 - INSTAPLAY TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules, the following Validation Requirements will apply with regard to the InstaPlay Game Tickets in Iowa InstaPlay Game #175

### 5.1     To be a valid InstaPlay Game Ticket, all of the following requirements must be met:

#### a.     The Ticket must be intact and have exactly: PYRAMID 1 with LEVEL 1, LEVEL 2, LEVEL 3, LEVEL 4, with ten

(10) PYRAMID NUMBERS, and PYRAMID with LEVEL 1, LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, with fifteen (15) PYRAMID NUMBERS. The Ticket front should contain, in their entirety and fully legible, the retailer identification number, the Ticket Identification Number, and the date and time in which the Ticket was generated. The Ticket front should also contain 3 bar codes. The Ticket Identification Number and the three (3) bar codes shall correspond, using the Lottery's codes and information, to the Play Symbols on the Ticket.

- b. The Ticket must have been issued in an authorized manner as determined by the Lottery.
- c. The Ticket must not be altered, unreadable, reconstructed or tampered with in any manner.
- d. The Ticket must not be counterfeit in whole or in part.
- e. The Ticket must not be stolen, canceled, or appear on any list of omitted or test Tickets on file with the Lottery.
- f. The Ticket must be complete and not blank or partially blank, miscut, misregistered, defective, or printed or produced in error.
- g. The Game Play Area must be exactly as described in paragraph 6.1 and Game Play Area Symbols must appear exactly as shown in paragraphs 3.4 and 3.5. All symbols, numbers and codes must be present in their entirety, legible, right side up, and not reversed in any manner.
- h. The Ticket printing must be regular in every respect and correspond precisely with the corresponding electronic file held by the Lottery.
- i. The information on the Ticket or share must correspond precisely with the Lottery's computer record.
- j. The Ticket must correspond, using a computer validation file, to the winning game play or plays printed on the Ticket or share.
- k. The Ticket must not have been previously paid.
- l. A Ticket or share shall be void unless the Ticket or share is printed on a paper stock roll that was validly issued to and used, at the time of the play, by the retailer from whom the Ticket or share was purchased.
- m. Pass all additional validation requirements stated in the game specific rules and any confidential validation requirements established by the Lottery.

5.2 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Iowa Lottery Administrator may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Iowa Lottery Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of the remedy for an invalid or defective Ticket.

## **SECTION 6 - INSTAPLAY TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

6.1 All game prizes must be claimed within ninety (90) days of the date of sale of the InstaPlay Ticket. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified

herein or 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, or a legal holiday, the time to claim shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when claimant is legally required to fill out tax forms in order to claim the prize.

- 6.2 The Lottery shall not be responsible for lost or stolen Tickets.
- 6.3 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.
- 6.4 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.









## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #771**

**500X**

## Game Information

Game Number	771
Game Name	500X
Game Type	Scratch
Activation Date	TBD
Ticket Price	\$50.00
Starting Ticket	0
Ending Ticket	19
Tickets Per Pack	20

## Consolidated Prize Amounts

\$100.00	(One hundred dollars) or
\$150.00	(One hundred fifty dollars) or
\$250.00	(Two hundred fifty dollars) or
\$500.00	(Five hundred dollars) or
\$1,000.00	(One thousand dollars) or
\$2,500.00	(Two thousand five hundred dollars) or
\$5,000.00	(Five thousand dollars) or
\$25,000.00	(Twenty-five thousand dollars) or
\$500,000.00	(Five hundred thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,485,320 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$100.00	222,798.00	1: 6.67	Paid by Retailer
\$150.00	74,266.00	1: 20.00	Paid by Retailer
\$250.00	26,593.00	1: 55.85	Paid by Retailer
\$500.00	18,567.00	1: 80.00	Paid by Retailer
\$1,000.00	643.00	1: 2,309.98	Paid by Lottery
\$2,500.00	414.00	1: 3,587.73	Paid by Lottery
\$5,000.00	86.00	1: 17,271.16	Paid by Lottery
\$25,000.00	39.00	1: 38,085.13	Paid by Lottery
\$500,000.00	12.00	1: 123,776.67	Paid by Lottery

The overall odds are 1: 4.33

In the event additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective upon activation of Instant Game #771 and will remain effective through the announced end of Instant Game #771 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #771 Ticket.

3.2     "Ticket Validation Number" for Instant Game #771 is the unique ten (10) character code printed in the Game Play Area on the front of the Ticket under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the rub-off area.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number of the form "771-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #771 are as follows:

Play Symbols:

Your Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> THLVL	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> TWTHR	<b>24</b> THFOR	<b>26</b> THYSX	<b>27</b> TWSEV	<b>28</b> TWECT	<b>29</b> THNIN	<b>30</b> THT
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI
<b>41</b> FRONE	<b>42</b> FRTHO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN
<b>51</b> FIONE	<b>52</b> FITWO	<b>53</b> FITHR	<b>54</b> FIFOR	<b>55</b> FIFIV	<b>56</b> FISIX	<b>57</b> FISEV	<b>58</b> FIEGT	<b>59</b> FININ
<b>61</b> SXONE	<b>62</b> SXTWO	<b>63</b> SXTHR	<b>64</b> SXFOR	<b>65</b> SXFIV	<b>66</b> SXSIX	<b>67</b> SXSEV	<b>68</b> SXEQT	<b>69</b> SXNIN
								<b>70</b> SVT
								<b>10X</b> WIN10X
								<b>20X</b> WIN20X
								<b>50X</b> WIN50X
								<b>100X</b> WIN100X
								<b>500X</b> WIN500X

## Winning Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> THO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> THLW	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> TWTHR	<b>24</b> THFOR	<b>26</b> THYSX	<b>27</b> TWSEV	<b>28</b> TWEGT	<b>29</b> THNIN	<b>30</b> THT
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI
<b>41</b> FRONE	<b>42</b> FRTHO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRMIN
<b>51</b> FIONE	<b>52</b> FITHO	<b>53</b> FITHR	<b>54</b> FIFOR	<b>55</b> FIFIV	<b>56</b> FISIX	<b>57</b> FISEV	<b>58</b> FIEGT	<b>59</b> FININ
<b>61</b> SXONE	<b>62</b> SXTWO	<b>63</b> SXTHR	<b>64</b> SXFOR	<b>65</b> SXFIV	<b>66</b> SXSix	<b>67</b> SXSEV	<b>68</b> SXEVT	<b>69</b> SXNIN
								<b>70</b> SVT

## Prize Symbols:

<b>\$25</b> THYFIV	<b>\$50</b> FIFTY	<b>\$100</b> ONEHUN	<b>\$150</b> ONEFTY	<b>\$250</b> TWOFTY
<b>\$500</b> FIVHUN	<b>\$1,000</b> ONETHO	<b>\$2,500</b> TWFVHN	<b>\$5,000</b> FIVTHO	<b>\$25,000</b> TWFVTTHO

## Bonus Play Symbols:



## Bonus Prize Symbols:

<b>\$50</b> FIFTY	<b>\$100</b> ONEHUN	<b>\$250</b> TWOFTY	<b>\$500</b> FIVHUN
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### 3.7     “Legends”:

WINNING NUMBERS      YOUR NUMBERS      BONUS

The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8     A “Non-winning Ticket” is defined as a Ticket that is not intended to be a winning Ticket.

3.9     No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10    In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Ticket.

#### **SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #771.

##### **4.1 Play Instructions**

Match any of YOUR NUMBERS to any WINNING NUMBER, win prize shown for that number. Reveal this "10X" symbol, win 10 TIMES the prize shown. Reveal this "20X" symbol, win 20 TIMES the prize shown. Reveal this "50X" symbol, win 50 TIMES the prize shown. Reveal this "100X" symbol, win 100 TIMES the prize shown. Reveal this "500X" symbol, win 500 TIMES the prize shown.

**Bonus Spots:**

Reveal two identical symbols in the same BONUS spot, win prize shown. Each BONUS spot plays separately.

##### **4.2 To be a valid Ticket, all of the following requirements must be met:**

- A. The Ticket must be complete, and not miscut, and have exactly: three (3) BONUS PLAY AREAS with each BONUS PLAY AREA having two (2) BONUS PLAY SYMBOLS and one (1) BONUS PRIZE SYMBOL; and the main play area must include: eight (8) WINNING NUMBERS PLAY SYMBOLS, thirty (30) YOUR NUMBERS PLAY SYMBOLS, and thirty (30) PRIZE SYMBOLS on the front of the ticket. Exactly one legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket. A Printing Press Barcode must appear on the front of the Ticket.
- B. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.
- C. Each of the Game Play Area Symbols and captions 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 Game Play Area Symbols on the Ticket.
- F. The Ticket shall 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 Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- L. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 Symbols must be exactly as described in Section 3.6 above.
- O. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket 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 requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

## **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

5.2 A Ticket is a bearer instrument until signed on the back by the owner.

5.3 The Lottery shall not be responsible for lost or stolen Tickets.

5.4 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.

5.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.

\$1



Visit [ialottery.com](http://ialottery.com)

# MONOPOLY DOUBLER



Match any of YOUR NUMBERS to the WINNING NUMBER, win the prize shown. If the DOUBLER BOX NUMBER matches the WINNING NUMBER, win DOUBLE all prizes won!

DOUBLER  
BOX

VOID01-000 ■

WINNING  
NUMBER



YOUR NUMBERS



WIN UP TO  
\$5,000!

SCRATCH  
2  
CASH



## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #779**

**MONOPOLY® DOUBLER**

## Game Information

Game Number	779
Game Name	MONOPOLY® DOUBLER
Game Type	Scratch
Activation Date	3/03/2026
Ticket Price	\$1.00
Starting Ticket	0
Ending Ticket	299
Tickets Per Pack	300

## Consolidated Prize Amounts

\$1.00	(One dollar) or
\$2.00	(Two dollars) or
\$5.00	(Five dollars) or
\$10.00	(Ten dollars) or
\$20.00	(Twenty dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$5,000.00	(Five thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,680,000 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$1.00	218,400.00	1: 7.69	Paid by Retailer
\$2.00	72,800.00	1: 23.08	Paid by Retailer
\$5.00	39,200.00	1: 42.86	Paid by Retailer
\$10.00	11,200.00	1: 150.00	Paid by Retailer
\$20.00	5,600.00	1: 300.00	Paid by Retailer
\$50.00	1,610.00	1: 1,043.48	Paid by Retailer
\$100.00	280.00	1: 6,000.00	Paid by Retailer
\$5,000.00	14.00	1: 120,000.00	Paid by Lottery

The overall odds are 1: 4.81

The number of prizes described and the associated odds of winning a prize are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Ticket or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of Instant Game #779 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #779 Ticket.

3.2     "Ticket Validation Number" for Instant Game #779 is the unique ten (10) character code printed in the Game Play Area under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the scratch-off material.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number in the form "779-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #779 are as follows:

Your Numbers Play Symbols:

<b>3</b> THR	<b>4</b> FOR	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN
				<b>17</b> SVTN	<b>18</b> EGTN
					<b>19</b> NINT

Winning Number Play Symbols:

<b>3</b> THR	<b>4</b> FOR	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN
				<b>17</b> SVTN	<b>18</b> EGTN
					<b>19</b> NINT

Prize Symbols:

<b>\$1</b> ONEDOL	<b>\$2</b> TWODOL	<b>\$5</b> FIVDOL	<b>\$10</b> TENDOL	<b>\$20</b> TWENTY	<b>\$50</b> FIFTY	<b>\$100</b> ONEHUN	<b>\$5,000</b> FIVTHO
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## Doubler Box Number Play Symbols:

<b>3</b> THR	<b>4</b> FOR	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN

### 3.7 “Legends”:

WINNING NUMBER                    YOUR NUMBERS                    DOUBLER BOX NUMBER

The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8 A “Non-winning Ticket” is defined as a Ticket that is not intended to be a winning Ticket.

3.9 No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10 In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Instant Game Ticket.

## **SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #779.

### 4.1 Play Instructions

Match any of YOUR NUMBERS to the WINNING NUMBER, win the prize shown. If the DOUBLER BOX NUMBER matches the WINNING NUMBER, win DOUBLE all prizes won!

4.2 To be a valid Ticket, all of the following requirements must be met:

- A. The Ticket must be complete, and not miscut, and have one (1) WINNING NUMBER Play Symbol, five (5) YOUR NUMBERS Play Symbols, five (5) PRIZE Symbols and one (1) DOUBLER BOX NUMBER Play Symbol on the front of the Ticket under the scratch-off material. Exactly one Legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket.
- B. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.
- C. Each of the Game Play Area Symbols and captions 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 Game Play Area Symbols on the Ticket.
- F. The Ticket shall 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 Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- L. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 Symbols must be exactly as described in Section 3.6 above.
- O. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket 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 requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

## **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim a prize shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

- 5.2 A Ticket is a bearer instrument until signed on the back by the owner.
- 5.3 The Lottery shall not be responsible for lost or stolen Tickets.

5.4 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.

5.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a retailer.





## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #780**

**MONOPOLY® DOUBLER**

## Game Information

Game Number	780
Game Name	MONOPOLY® DOUBLER
Game Type	Scratch
Activation Date	3/03/2026
Ticket Price	\$2.00
Starting Ticket	0
Ending Ticket	149
Tickets Per Pack	150

## Consolidated Prize Amounts

\$2.00	(Two dollars) or
\$3.00	(Three dollars) or
\$4.00	(Four dollars) or
\$5.00	(Five dollars) or
\$10.00	(Ten dollars) or
\$20.00	(Twenty dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$200.00	(Two hundred dollars) or
\$20,000.00	(Twenty thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,200,000 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$2.00	192,000.00	1: 6.25	Paid by Retailer
\$3.00	32,000.00	1: 37.50	Paid by Retailer
\$4.00	40,000.00	1: 30.00	Paid by Retailer
\$5.00	40,000.00	1: 30.00	Paid by Retailer
\$10.00	16,000.00	1: 75.00	Paid by Retailer
\$20.00	8,000.00	1: 150.00	Paid by Retailer
\$50.00	1,100.00	1: 1,090.91	Paid by Retailer
\$100.00	500.00	1: 2,400.00	Paid by Retailer
\$200.00	300.00	1: 4,000.00	Paid by Retailer
\$20,000.00	6.00	1: 200,000.00	Paid by Lottery

The overall odds are 1: 3.64

The number of prizes described and the associated odds of winning a prize are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Ticket or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of Instant Game #780 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #780 Ticket.

3.2     "Ticket Validation Number" for Instant Game #780 is the unique ten (10) character code printed in the Game Play Area under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the scratch-off material.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number in the form "780-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #780 are as follows:

Your Numbers Play Symbols:

<b>1</b> ONE	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> THTHR	<b>24</b> TWFOR	<b>25</b> TWFIV

Winning Numbers Play Symbols:

<b>1</b> ONE	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> THTHR	<b>24</b> TWFOR	<b>25</b> TWFIV

## Prize Symbols:

<b>\$2</b> TWODOL	<b>\$3</b> THRDOL	<b>\$4</b> FORDOL	<b>\$5</b> FIVDOL	<b>\$10</b> TENDOL
<b>\$20</b> TWENTY	<b>\$50</b> FIFTY	<b>\$100</b> ONEHUN	<b>\$200</b> TWOHUN	<b>\$20,000</b> THYTHO

### Doubler Box Number Play Symbols:

<b>1</b> ONE	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN				
<b>11</b> ELVN	<b>12</b> THLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIFTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT
<b>21</b> TWYON	<b>22</b> THYTH	<b>23</b> THTHR	<b>24</b> THTFOR	<b>25</b> THTFIV				

### 3.7 “Legends”:

WINNING NUMBERS	YOUR NUMBERS	DOUBLER BOX NUMBER
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The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8 A “Non-winning Ticket” is defined as a Ticket that is not intended to be a winning Ticket.

3.9 No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10 In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Instant Game Ticket.

## **SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #780.

## 4.1 Play Instructions

Match any of YOUR NUMBERS to either WINNING NUMBER, win the prize shown. Reveal this "TRAIN" symbol, win that prize instantly. If the DOUBLER BOX NUMBER matches either WINNING NUMBER, win DOUBLE all prizes won!

4.2 To be a valid Ticket, all of the following requirements must be met:

- A. The Ticket must be complete, and not miscut, and have two (2) WINNING NUMBERS Play Symbols, ten (10) YOUR NUMBERS Play Symbols, ten (10) PRIZE Symbols and one (1) DOUBLER BOX NUMBER Play Symbol on the front of the Ticket under the scratch-off material. Exactly one Legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.
- B. Each of the Game Play Area Symbols and captions must be printed in black ink.
- C. The Ticket shall be intact.

- D. 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 Game Play Area Symbols on the Ticket.
- E. The Ticket shall not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner.
- F. The Ticket must not be counterfeit in whole or in part.
- G. The Ticket Validation Number and the Pack Ticket Numbers shall be printed in black ink.
- H. The Ticket must have been issued by the Lottery in an authorized manner.
- I. The Ticket must not be stolen nor appear on any list of omitted Tickets on file at the Lottery.
- J. The Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- K. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket Validation Number shall not have been paid previously.
- L. The Ticket must not be blank or partially blank, misregistered, defective, or printed or produced in error.
- M. The Game Play Area Symbols must be exactly as described in Section 3.6 above.
- N. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket validation font and must correspond precisely to the artwork on file at the Lottery.
- O. The display printing must be regular in every respect and correspond precisely with the artwork on file at the Lottery.
- P. The Ticket must pass all additional requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

#### **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim a prize shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

5.2 A Ticket is a bearer instrument until signed on the back by the owner.

5.3 The Lottery shall not be responsible for lost or stolen Tickets.

5.4 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.

5.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a retailer.





## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #781**

**MONOPOLY® DOUBLER**

## Game Information

Game Number	781
Game Name	MONOPOLY® DOUBLER
Game Type	Scratch
Activation Date	3/03/2026
Ticket Price	\$5.00
Starting Ticket	0
Ending Ticket	59
Tickets Per Pack	60

## Consolidated Prize Amounts

\$5.00	(Five dollars) or
\$10.00	(Ten dollars) or
\$20.00	(Twenty dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$200.00	(Two hundred dollars) or
\$1,000.00	(One thousand dollars) or
\$50,000.00	(Fifty thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,320,000 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$5.00	242,000.00	1: 5.45	Paid by Retailer
\$10.00	66,000.00	1: 20.00	Paid by Retailer
\$20.00	22,000.00	1: 60.00	Paid by Retailer
\$50.00	22,000.00	1: 60.00	Paid by Retailer
\$100.00	2,200.00	1: 600.00	Paid by Retailer
\$200.00	660.00	1: 2,000.00	Paid by Retailer
\$1,000.00	165.00	1: 8,000.00	Paid by Lottery
\$50,000.00	6.00	1: 220,000.00	Paid by Lottery

The overall odds are 1: 3.72

The number of prizes described and the associated odds of winning a prize are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Ticket or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of Instant Game #781 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #781 Ticket.

3.2     "Ticket Validation Number" for Instant Game #781 is the unique ten (10) character code printed in the Game Play Area under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the scratch-off material.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number in the form "781-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #781 are as follows:

Your Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> THO	<b>3</b> THR	<b>4</b> FOR	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> THLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN
<b>21</b> THYON	<b>22</b> THYTN	<b>23</b> TWTHR	<b>24</b> TWFOR	<b>25</b> THFIV	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> TWEGT
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV			

Winning Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> THO	<b>3</b> THR	<b>4</b> FOR	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> THLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN
<b>21</b> THYON	<b>22</b> THYTN	<b>23</b> TWTHR	<b>24</b> TWFOR	<b>25</b> THFIV	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> TWEGT
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV			

Prize Symbols:

<b>\$5</b> FIVDOL	<b>\$10</b> TENDOL	<b>\$20</b> TWENTY	<b>\$50</b> FIFTY	<b>\$100</b> ONEHUN	<b>\$200</b> TWOHUN	<b>\$1,000</b> ONETHO	<b>\$50,000</b> FIFTYTHO
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Doubler Box Number Play Symbols:

<b>1</b> ONE	<b>2</b> THO	<b>3</b> THR	<b>4</b> FOR	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> THLVL	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN
<b>21</b> THYON	<b>22</b> THYTHN	<b>23</b> THTHR	<b>24</b> THFOR	<b>25</b> THFIV	<b>26</b> THYSX	<b>27</b> TWSEV	<b>28</b> TWEGT
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV			<b>30</b> THHT

3.7     “Legends”:

YOUR NUMBERS	WINNING NUMBERS	DOUBLER BOX NUMBER
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The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8     A “Non-winning Ticket” is defined as a Ticket that is not intended to be a winning Ticket.

3.9     No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10    In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Instant Game Ticket.

#### **SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #781.

##### **4.1 Play Instructions**

Match any of YOUR NUMBERS to any WINNING NUMBER, win the prize shown. Reveal this “TRAIN” symbol, win that prize instantly. Reveal this “GO” symbol, win \$200 instantly. If the DOUBLER BOX NUMBER matches any of the WINNING NUMBERS, win DOUBLE all prizes won!

4.2 To be a valid Ticket, all of the following requirements must be met:

- A. The Ticket must be complete, and not miscut, and have five (5) WINNING NUMBERS Play Symbols, fifteen (15) YOUR NUMBERS Play Symbols, fifteen (15) PRIZE Symbols and one (1) DOUBLER BOX NUMBER Play Symbol on the front of the Ticket under the scratch-off material. Exactly one Legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket. A Printing Press Barcode must appear on the front of the Ticket.
- B. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.

- C. Each of the Game Play Area Symbols and captions 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 Game Play Area Symbols on the Ticket.
- F. The Ticket shall 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 Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- L. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 Symbols must be exactly as described in Section 3.6 above.
- O. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket 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 requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

## **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim a prize shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

5.2 A Ticket is a bearer instrument until signed on the back by the owner.

5.3 The Lottery shall not be responsible for lost or stolen Tickets.

5.4 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.

5.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a retailer.





## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #782**

**MONOPOLY® DOUBLER**

## Game Information

Game Number	782
Game Name	MONOPOLY® DOUBLER
Game Type	Scratch
Activation Date	3/03/2026
Ticket Price	\$10.00
Starting Ticket	0
Ending Ticket	29
Tickets Per Pack	30

## Consolidated Prize Amounts

\$10.00	(Ten dollars)
\$20.00	(Twenty dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$200.00	(Two hundred dollars) or
\$500.00	(Five hundred dollars) or
\$1,000.00	(One thousand dollars) or
\$100,000.00	(One hundred thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,080,000 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$10.00	216,000.00	1: 5.11	Paid by Retailer
\$20.00	144,000.00	1: 7.50	Paid by Retailer
\$50.00	9,000.00	1: 120.00	Paid by Retailer
\$100.00	5,400.00	1: 200.00	Paid by Retailer
\$200.00	2,700.00	1: 400.00	Paid by Retailer
\$500.00	630.00	1: 1,714.29	Paid by Retailer
\$1,000.00	225.00	1: 4,800.00	Paid by Lottery
\$100,000.00	9.00	1: 120,000.00	Paid by Lottery

The overall odds are 1: 2.86

The number of prizes described and the associated odds of winning a prize are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Ticket or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of Instant Game #782 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #782 Ticket.

3.2     "Ticket Validation Number" for Instant Game #782 is the unique ten (10) character code printed in the Game Play Area under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the scratch-off material.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number in the form "782-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #782 are as follows:

Your Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> THLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> THTHR	<b>24</b> THFOR	<b>25</b> THFIV	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> THEGT	<b>29</b> THNIN
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI
<b>41</b> FRONE	<b>42</b> FRTHO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN

Winning Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> THLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> THTHR	<b>24</b> THFOR	<b>25</b> THFIV	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> THEGT	<b>29</b> THNIN
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI
<b>41</b> FRONE	<b>42</b> FRTHO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN

Prize Symbols:

<b>\$10</b> TENDOL	<b>\$20</b> TWENTY	<b>\$50</b> FIFTY	<b>\$100</b> ONEHUN	<b>\$200</b> TWOHUN	<b>\$500</b> FIVHUN	<b>\$1,000</b> ONETHO	<b>\$100,000</b> ONHNTHO
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Doubler Box Number Play Symbols:

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> TWTHR	<b>24</b> TWFOR	<b>25</b> THFIV	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> TWEGT	<b>29</b> THNIN
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI
<b>41</b> FRONE	<b>42</b> FRTHO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN

3.7     “Legends”:

YOUR NUMBERS	WINNING NUMBERS	DOUBLER BOX NUMBER
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The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8     A “Non-winning Ticket” is defined as a Ticket that is not intended to be a winning Ticket.

3.9     No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10    In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Instant Game Ticket.

#### **SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #782.

##### **4.1 Play Instructions**

Match any of YOUR NUMBERS to any WINNING NUMBER, win the prize shown. Reveal this "TRAIN" symbol, win that prize instantly. Reveal this "GO" symbol, win \$200 instantly. Reveal this "MR. MONOPOLY" symbol, win all 20 prizes shown. If the DOUBLER BOX NUMBER matches any of the WINNING NUMBERS, win DOUBLE all prizes won!

4.2 To be a valid Ticket, all of the following requirements must be met:

- A. The Ticket must be complete, and not miscut, and have six (6) WINNING NUMBERS Play Symbols, twenty (20) YOUR NUMBERS Play Symbols, twenty (20) PRIZE Symbols and one (1) DOUBLER BOX NUMBER Play Symbol on the front of the Ticket under the scratch-off material. Exactly one Legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket. A Printing Press Barcode must appear on the front of the Ticket.

- B. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.
- C. Each of the Game Play Area Symbols and captions 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 Game Play Area Symbols on the Ticket.
- F. The Ticket shall 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 Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- L. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 Symbols must be exactly as described in Section 3.6 above.
- O. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket 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 requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of

the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

#### **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim a prize shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

5.2 A Ticket is a bearer instrument until signed on the back by the owner.

5.3 The Lottery shall not be responsible for lost or stolen Tickets.

5.4 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.

5.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a retailer.





## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #783**

**MONOPOLY® DOUBLER**

## Game Information

Game Number	783
Game Name	MONOPOLY® DOUBLER
Game Type	Scratch
Activation Date	3/03/2026
Ticket Price	\$20.00
Starting Ticket	0
Ending Ticket	14
Tickets Per Pack	15

## Consolidated Prize Amounts

\$20.00	(Twenty dollars)
\$25.00	(Twenty-five dollars) or
\$40.00	(Forty dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$200.00	(Two 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)

## Expected Number and Value of Prizes

There will be approximately 1,320,000 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$20.00	176,000.00	1: 7.50	Paid by Retailer
\$25.00	88,000.00	1: 15.00	Paid by Retailer
\$40.00	88,000.00	1: 15.00	Paid by Retailer
\$50.00	88,000.00	1: 15.00	Paid by Retailer
\$100.00	11,000.00	1: 120.00	Paid by Retailer
\$200.00	2,200.00	1: 600.00	Paid by Retailer
\$500.00	1,870.00	1: 705.88	Paid by Retailer
\$1,000.00	330.00	1: 4,000.00	Paid by Lottery
\$10,000.00	44.00	1: 30,000.00	Paid by Lottery
\$250,000.00	11.00	1: 120,000.00	Paid by Lottery

The overall odds are 1: 2.90

The number of prizes described and the associated odds of winning a prize are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Ticket or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of Instant Game #783 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #783 Ticket.

3.2     "Ticket Validation Number" for Instant Game #783 is the unique ten (10) character code printed in the Game Play Area under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the scratch-off material.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number in the form "783-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #783 are as follows:

Your Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN	<b>10</b> TEN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT	
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> THTHR	<b>24</b> TWFOR	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> THEGT	<b>29</b> THNIN	<b>30</b> THT	
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI	
<b>41</b> FRONE	<b>42</b> FRTWO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN	  

## Winning Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> THO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN	<b>10</b> TEN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT	
<b>21</b> THYON	<b>22</b> THYTW	<b>23</b> TWTHR	<b>24</b> THFOR	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> THEGT	<b>29</b> THNNIN	<b>30</b> THT	
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI	
<b>41</b> FRONE	<b>42</b> FRTHO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN	

## Prize Symbols:

<b>\$20</b> TWENTY	<b>\$25</b> THYFIV	<b>\$40</b> FORTY	<b>\$50</b> FIFTY	<b>\$100</b> ONEHUN
<b>\$200</b> TWOHUN	<b>\$500</b> FIVHUN	<b>\$1,000</b> ONETHO	<b>\$10,000</b> TENTHO	<b>\$250,000</b> THHNFYTH

## Doubler Box Number Play Symbols:

<b>1</b> ONE	<b>2</b> THO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN	<b>10</b> TEN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT	
<b>21</b> THYON	<b>22</b> THYTW	<b>23</b> TWTHR	<b>24</b> THFOR	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> THEGT	<b>29</b> THNNIN	<b>30</b> THT	
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI	
<b>41</b> FRONE	<b>42</b> FRTHO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN	

### 3.7     “Legends”:

YOUR NUMBERS           WINNING NUMBERS           DOUBLER BOX NUMBER

The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8     A “Non-winning Ticket” is defined as a Ticket that is not intended to be a winning Ticket.

3.9     No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10    In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Instant Game Ticket.

## SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #783.

### 4.1 Play Instructions

Match any of YOUR NUMBERS to any WINNING NUMBER, win the prize shown. Reveal this "TRAIN" symbol, win that prize instantly. Reveal this "GO" symbol, win \$200 instantly. Reveal this "MR. MONOPOLY" symbol, win all 20 prizes shown. If the DOUBLER BOX NUMBER matches any of the WINNING NUMBERS, win DOUBLE all prizes won!

4.2 To be a valid Ticket, all of the following requirements must be met:

- A. The Ticket must be complete, and not miscut, and have eight (8) WINNING NUMBERS Play Symbols, twenty (20) YOUR NUMBERS Play Symbols, twenty (20) PRIZE Symbols and one (1) DOUBLER BOX NUMBER Play Symbol on the front of the Ticket under the scratch-off material. Exactly one Legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket. A Printing Press Barcode must appear on the front of the Ticket.
- B. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.
- C. Each of the Game Play Area Symbols and captions 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 Game Play Area Symbols on the Ticket.
- F. The Ticket shall 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 Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- L. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 Symbols must be exactly as described in Section 3.6 above.
- O. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket 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 requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

#### **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim a prize shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

5.2 A Ticket is a bearer instrument until signed on the back by the owner.

5.3 The Lottery shall not be responsible for lost or stolen Tickets.

5.4 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.

5.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a retailer.





## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #785**

**CASH PAYOUT**

## Game Information

Game Number	785
Game Name	CASH PAYOUT
Game Type	Scratch
Activation Date	4/07/2026
Ticket Price	\$5.00
Starting Ticket	0
Ending Ticket	59
Tickets Per Pack	60

## Consolidated Prize Amounts

\$5.00	(Five dollars) or
\$10.00	(Ten dollars) or
\$25.00	(Twenty-five 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
\$50,000.00	(Fifty thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,200,000 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$5.00	220,000.00	1: 5.45	Paid by Retailer
\$10.00	80,000.00	1: 15.00	Paid by Retailer
\$25.00	20,000.00	1: 60.00	Paid by Retailer
\$50.00	10,000.00	1: 120.00	Paid by Retailer
\$100.00	2,750.00	1: 436.36	Paid by Retailer
\$500.00	400.00	1: 3,000.00	Paid by Retailer
\$1,000.00	80.00	1: 15,000.00	Paid by Lottery
\$50,000.00	8.00	1: 150,000.00	Paid by Lottery

The overall odds are 1: 3.60

The number of prizes described and the associated odds of winning a prize are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Ticket or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of Instant Game #785 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #785 Ticket.

3.2     "Ticket Validation Number" for Instant Game #785 is the unique ten (10) character code printed in the Game Play Area under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the scratch-off material.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number in the form "785-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #785 are as follows:

Your Numbers Play Symbols:

<b>1</b> ONE	<b>3</b> THR	<b>4</b> FOR	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN		
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT
<b>21</b> THYON	<b>22</b> THYTN	<b>23</b> TWTHR	<b>24</b> THFOR	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> TWEGT	<b>29</b> THNIN	<b>30</b> THT
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI

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FRT               

Winning Numbers Play Symbols:

<b>1</b> ONE	<b>3</b> THR	<b>4</b> FOR	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN		
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT
<b>21</b> THYON	<b>22</b> THYTN	<b>23</b> TWTHR	<b>24</b> THFOR	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> TWEGT	<b>29</b> THNIN	<b>30</b> THT
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI

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FRT

Prize Symbols:

**\$5**  
FIVDOL

**\$10**  
TENDOL

**\$25**  
TWYFIV

**\$50**  
FIFTY

**\$100**  
ONEHUN

**\$500**  
FIVHUN

**\$1,000**  
ONETHO

**\$50,000**  
FTYTHO

3.7     “Legends”:

YOUR NUMBERS     WINNING NUMBERS

The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8     A “Non-winning Ticket” is defined as a Ticket that is not intended to be a winning Ticket.

3.9     No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10    In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Instant Game Ticket.

**SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #785.

**4.1 Play Instructions**

Match any of YOUR NUMBERS to any WINNING NUMBER, win the prize shown for that number. Reveal this "MONEY ROLL" symbol, win that prize instantly. Reveal this "2X" symbol, win DOUBLE the prize shown. Reveal this "MONEY BAG" symbol, win all 15 prizes shown.

4.2 To be a valid Ticket, all of the following requirements must be met:

- A. The Ticket must be complete, and not miscut, and have five (5) WINNING NUMBERS Play Symbols, fifteen (15) YOUR NUMBERS Play Symbols and fifteen (15) PRIZE Symbols on the front of the Ticket under the scratch-off material. Exactly one Legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket. A Printing Press Barcode must appear on the front and back of the Ticket.
- B. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.
- C. Each of the Game Play Area Symbols and captions 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 Game Play Area Symbols on the Ticket.
- F. The Ticket shall 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 Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- L. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 Symbols must be exactly as described in Section 3.6 above.
- O. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket 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 requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

## **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim a prize shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

5.2 A Ticket is a bearer instrument until signed on the back by the owner.

5.3 The Lottery shall not be responsible for lost or stolen Tickets.

5.4 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.

5.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a retailer.

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**\$10**

Visit [ialottery.com](http://ialottery.com)

The logo for the Iowa Lottery, featuring the word "IA" in a stylized font followed by "Lottery" in a bold, sans-serif font, all set against a background of yellow and black geometric shapes.

# \$100,000 RICHES

# WIN UP TO \$100,000!

Match any of YOUR NUMBERS to any WINNING NUMBER, win the prize shown for that number. Reveal this "10x" symbol, win 10 TIMES the prize shown for that symbol.

Reveal this "20X" symbol, win 20 TIMES the prize shown for that symbol.

Reveal this "  " symbol, win all 20 prizes shown.

## WINNING NUMBERS



## YOUR NUMBERS



**WIN UP TO 20 TIMES!**

## SCRATCH 2 CASH

VOTD01-000

**\$10**



## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #786**

**\$100,000 RICHES**

## Game Information

Game Number	786
Game Name	\$100,000 RICHES
Game Type	Scratch
Activation Date	4/07/2026
Ticket Price	\$10.00
Starting Ticket	0
Ending Ticket	29
Tickets Per Pack	30

## Consolidated Prize Amounts

\$10.00	(Ten dollars)
\$15.00	(Fifteen dollars) or
\$25.00	(Twenty-five dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$200.00	(Two hundred dollars) or
\$500.00	(Five hundred dollars) or
\$1,000.00	(One thousand dollars) or
\$2,000.00	(Two thousand dollars) or
\$100,000.00	(One hundred thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,080,000 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$10.00	216,000.00	1: 5.00	Paid by Retailer
\$15.00	72,000.00	1: 15.00	Paid by Retailer
\$25.00	72,000.00	1: 15.00	Paid by Retailer
\$50.00	14,400.00	1: 75.00	Paid by Retailer
\$100.00	3,600.00	1: 300.00	Paid by Retailer
\$200.00	1,620.00	1: 666.67	Paid by Retailer
\$500.00	540.00	1: 2,000.00	Paid by Retailer
\$1,000.00	180.00	1: 6,000.00	Paid by Lottery
\$2,000.00	90.00	1: 12,000.00	Paid by Lottery
\$100,000.00	9.00	1: 120,000.00	Paid by Lottery

The overall odds are 1: 2.84

The number of prizes described and the associated odds of winning a prize are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Ticket or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of Instant Game #786 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #786 Ticket.

3.2     "Ticket Validation Number" for Instant Game #786 is the unique ten (10) character code printed in the Game Play Area under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the scratch-off material.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number in the form "786-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #786 are as follows:

Your Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT	
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> TWTHR	<b>24</b> TWFOR	<b>26</b> THYSX	<b>27</b> TWSEV	<b>28</b> TWEGT	<b>29</b> TWNIN	<b>30</b> THT
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI
<b>41</b> FRONE	<b>42</b> FRTWO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN
								
								
								

## Winning Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> TWO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT	
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> TWTHR	<b>24</b> THFOR	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> TWEGT	<b>29</b> THNIN	<b>30</b> THT
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI
<b>41</b> FRONE	<b>42</b> FRTWO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN

## Prize Symbols:

<b>\$10</b> TENDOL	<b>\$15</b> FIFTN	<b>\$25</b> TWYFIV	<b>\$50</b> FIFTY	<b>\$100</b> ONEHUN
<b>\$200</b> TWOHUN	<b>\$500</b> FIVHUN	<b>\$1,000</b> ONETHO	<b>\$2,000</b> THOTHO	<b>\$100,000</b> ONHNTHO

### 3.7 “Legends”:

YOUR NUMBERS      WINNING NUMBERS

The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8 A “Non-winning Ticket” is defined as a Ticket that is not intended to be a winning Ticket.

3.9 No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10 In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Instant Game Ticket.

## SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #786.

### 4.1 Play Instructions

Match any of YOUR NUMBERS to any WINNING NUMBER, win the prize shown for that number. Reveal this "10X BURST" symbol, win 10 TIMES the prize shown for that symbol. Reveal this "20X BURST" symbol, win 20 TIMES the prize shown for that symbol. Reveal this "WIN BURST" symbol, win all 20 prizes shown.

4.2 To be a valid Ticket, all of the following requirements must be met:

- A. The Ticket must be complete, and not miscut, and have six (6) WINNING NUMBERS Play Symbols, twenty (20) YOUR NUMBERS Play Symbols and twenty (20) PRIZE Symbols on the front of the Ticket under the scratch-off material. Exactly one Legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket. A Printing Press Barcode must appear on the front and back of the Ticket.

- B. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.
- C. Each of the Game Play Area Symbols and captions 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 Game Play Area Symbols on the Ticket.
- F. The Ticket shall 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 Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- L. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 Symbols must be exactly as described in Section 3.6 above.
- O. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket 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 requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

## **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at ialottery.com, and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim a prize shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

5.2 A Ticket is a bearer instrument until signed on the back by the owner.

5.3 The Lottery shall not be responsible for lost or stolen Tickets.

5.4 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.

5.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a retailer.

**\$1** 

Visit [ialottery.com](http://ialottery.com)

**\$50**  
**FRENZY**

**LOADED WITH \$50 PRIZES!**

Match any of **YOUR NUMBERS** to the **WINNING NUMBER**, win the prize shown. Reveal this “ \$50” symbol, win \$50 instantly.

VOID01-000 ■

**WINNING NUMBER**



**YOUR NUMBERS**



**WIN UP TO  
\$1,500!**

**SCRATCH  
2  
CASH**



## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #787**

**\$50 FRENZY**

## Game Information

Game Number	787
Game Name	\$50 FRENZY
Game Type	Scratch
Activation Date	5/05/2026
Ticket Price	\$1.00
Starting Ticket	0
Ending Ticket	299
Tickets Per Pack	300

## Consolidated Prize Amounts

\$1.00	(One dollar) or
\$2.00	(Two dollars) or
\$5.00	(Five dollars) or
\$10.00	(Ten dollars) or
\$20.00	(Twenty dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$1,500.00	(One thousand five hundred dollars)

## Expected Number and Value of Prizes

There will be approximately 1,680,000 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$1.00	229,600.00	1: 7.32	Paid by Retailer
\$2.00	61,600.00	1: 27.27	Paid by Retailer
\$5.00	33,600.00	1: 50.00	Paid by Retailer
\$10.00	11,200.00	1: 150.00	Paid by Retailer
\$20.00	5,600.00	1: 300.00	Paid by Retailer
\$50.00	3,500.00	1: 480.00	Paid by Retailer
\$100.00	210.00	1: 8,000.00	Paid by Retailer
\$1,500.00	14.00	1: 120,000.00	Paid by Lottery

The overall odds are 1: 4.86

The number of prizes described and the associated odds of winning a prize are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Ticket or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of Instant Game #787 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #787 Ticket.

3.2     "Ticket Validation Number" for Instant Game #787 is the unique ten (10) character code printed in the Game Play Area under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the scratch-off material.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number in the form "787-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #787 are as follows:

Your Numbers Play Symbols:

<b>3</b> THR	<b>4</b> FOR	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN
				<b>17</b> SVTN	<b>18</b> EGTN
				<b>19</b> NINT	 <b>\$50</b> WIN\$50

Winning Number Play Symbols:

<b>3</b> THR	<b>4</b> FOR	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN
				<b>17</b> SVTN	<b>18</b> EGTN
				<b>19</b> NINT	

Prize Symbols:

<b>\$1</b> ONEDOL	<b>\$2</b> THODOL	<b>\$5</b> FIVDOL	<b>\$10</b> TENDOL	<b>\$20</b> TWENTY	<b>\$50</b> FIFTY	<b>\$100</b> ONEHUN	<b>\$1500</b> FTNHUN
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### 3.7 “Legends”:

WINNING  
NUMBER

The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8 A "Non-winning Ticket" is defined as a Ticket that is not intended to be a winning Ticket.

3.9 No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10 In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Instant Game Ticket.

## SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #787.

## 4.1 Play Instructions

Match any of YOUR NUMBERS to the WINNING NUMBER, win the prize shown. Reveal this "\$50 BURST" symbol, win \$50 instantly.

4.2 To be a valid Ticket, all of the following requirements must be met:

- A. The Ticket must be complete, and not miscut, and have one (1) WINNING NUMBER Play Symbol, five (5) YOUR NUMBERS Play Symbols and five (5) PRIZE Symbols on the front of the Ticket under the scratch-off material. Exactly one Legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket. A Printing Press Barcode must appear on the front and back of the Ticket.
- B. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.
- C. Each of the Game Play Area Symbols and captions 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 Game Play Area Symbols on the Ticket.
- F. The Ticket shall 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 Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- L. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 Symbols must be exactly as described in Section 3.6 above.
- O. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket 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 requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

#### **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim a prize shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

5.2 A Ticket is a bearer instrument until signed on the back by the owner.

5.3 The Lottery shall not be responsible for lost or stolen Tickets.

5.4 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.

5.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a retailer.





## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #788**

**\$100 STACKED**

## Game Information

Game Number	788
Game Name	\$100 STACKED
Game Type	Scratch
Activation Date	5/05/2026
Ticket Price	\$2.00
Starting Ticket	0
Ending Ticket	149
Tickets Per Pack	150

## Consolidated Prize Amounts

\$2.00	(Two dollars) or
\$3.00	(Three dollars) or
\$4.00	(Four dollars) or
\$5.00	(Five dollars) or
\$10.00	(Ten dollars) or
\$20.00	(Twenty dollars) or
\$100.00	(One hundred dollars) or
\$20,000.00	(Twenty thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,200,000 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$2.00	200,000.00	1: 6.00	Paid by Retailer
\$3.00	32,000.00	1: 37.50	Paid by Retailer
\$4.00	32,000.00	1: 37.50	Paid by Retailer
\$5.00	32,000.00	1: 37.50	Paid by Retailer
\$10.00	16,000.00	1: 75.00	Paid by Retailer
\$20.00	8,000.00	1: 150.00	Paid by Retailer
\$100.00	1,420.00	1: 845.07	Paid by Retailer
\$20,000.00	10.00	1: 120,000.00	Paid by Lottery

The overall odds are 1: 3.73

The number of prizes described and the associated odds of winning a prize are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Ticket or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of Instant Game #788 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #788 Ticket.

3.2     "Ticket Validation Number" for Instant Game #788 is the unique ten (10) character code printed in the Game Play Area under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the scratch-off material.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number in the form "788-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #788 are as follows:

Your Numbers Play Symbols:

<b>1</b> ONE	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN
<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT	
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> TWTHR	<b>24</b> THFOR	<b>25</b> THFIV
				<b>26</b> THYSX
				<b>27</b> TWSEV
				<b>28</b> THEGT
				<b>29</b> THNNIN
				<b>30</b> THT
				DOUBLE
				WIN\$100

Winning Numbers Play Symbols:

<b>1</b> ONE	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> TWLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN
<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT	
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> TWTHR	<b>24</b> THFOR	<b>25</b> THFIV
				<b>26</b> THYSX
				<b>27</b> TWSEV
				<b>28</b> THEGT
				<b>29</b> THNNIN
				<b>30</b> THT

Prize Symbols:

\$2 THODOL	\$3 THRDOL	\$4 FORDOL	\$5 FIVDOL	\$10 TENDOL	\$20 TWENTY	\$100 ONEHUN	\$20000 THYTHO
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3.7     “Legends”:

WINNING NUMBERS	YOUR NUMBERS
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The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8     A “Non-winning Ticket” is defined as a Ticket that is not intended to be a winning Ticket.

3.9     No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10    In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Instant Game Ticket.

#### **SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS**

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #788.

##### **4.1 Play Instructions**

Match any of YOUR NUMBERS to either WINNING NUMBER, win the prize shown for that number. Reveal this "MONEYBAG" symbol, win DOUBLE the prize shown. Reveal this "\$100 BURST" symbol, win \$100 instantly.

4.2 To be a valid Ticket, all of the following requirements must be met:

- A. The Ticket must be complete, and not miscut, and have two (2) WINNING NUMBERS Play Symbols, ten (10) YOUR NUMBERS Play Symbols and ten (10) PRIZE Symbols on the front of the Ticket under the scratch-off material. Exactly one Legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket. A Printing Press Barcode must appear on the front and back of the Ticket.
- B. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.
- C. Each of the Game Play Area Symbols and captions 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 Game Play Area Symbols on the Ticket.
- F. The Ticket shall 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 Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- L. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 Symbols must be exactly as described in Section 3.6 above.
- O. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket 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 requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

## **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim a prize shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

- 5.2 A Ticket is a bearer instrument until signed on the back by the owner.
- 5.3 The Lottery shall not be responsible for lost or stolen Tickets.

5.4 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, or for Tickets not received by the Lottery before the expiration of the claim period set forth in these game specific rules.

5.5 The Lottery shall not be responsible for Tickets claimed by a player in error for a lower prize at a retailer.





## **INSTANT GAME RULES AND GUIDELINES**

**INSTANT GAME #790**

**THE PRICE IS RIGHT™**

## Game Information

Game Number	790
Game Name	THE PRICE IS RIGHT™
Game Type	Scratch
Activation Date	5/05/2026
Ticket Price	\$10.00
Starting Ticket	0
Ending Ticket	29
Tickets Per Pack	30

## Consolidated Prize Amounts

\$10.00	(Ten dollars)
\$20.00	(Twenty dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$250.00	(Two hundred fifty dollars) or
\$500.00	(Five hundred dollars) or
\$1,000.00	(One thousand dollars) or
\$100,000.00	(One hundred thousand dollars)

## Expected Number and Value of Prizes

There will be approximately 1,080,000 tickets in the game.

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$10.00	216,000.00	1: 5.00	Paid by Retailer
\$20.00	144,000.00	1: 7.50	Paid by Retailer
\$50.00	7,200.00	1: 150.00	Paid by Retailer
\$100.00	5,400.00	1: 200.00	Paid by Retailer
\$250.00	2,160.00	1: 500.00	Paid by Retailer
\$500.00	900.00	1: 1,200.00	Paid by Retailer
\$1,000.00	180.00	1: 6,000.00	Paid by Lottery
\$100,000.00	9.00	1: 120,000.00	Paid by Lottery

The overall odds are 1: 2.87

The number of prizes described and the associated odds of winning a prize are based on the estimated number of Tickets listed above. In the event the number of Tickets delivered in the game differs from the estimated number of Ticket or if additional Tickets are ordered in the game, the Lottery will issue an addendum to these game specific rules containing an updated table reflecting the additional number of Tickets, number of prizes, and odds.

## **SECTION 1 - PURPOSE OF RULES AND GUIDELINES**

These game specific rules and guidelines are issued pursuant to Iowa Code section 99G.9(3) and are intended to supplement Title XII of the Iowa Department of Revenue's administrative rules. In the event of inconsistency, these game specific rules control over any contrary administrative code provisions. Any terms used herein and not defined herein shall have the meaning set forth in the applicable Iowa Code sections or Iowa Administrative Code provisions.

## **SECTION 2 - EFFECTIVE DATE**

These game specific rules become effective on the Activation Date noted above and will remain effective through the announced end of Instant Game #790 unless earlier modified or rescinded by the Iowa Lottery Administrator (the "Administrator").

## **SECTION 3 – DEFINITIONS**

3.1     "Ticket" means an Iowa Instant Game #790 Ticket.

3.2     "Ticket Validation Number" for Instant Game #790 is the unique ten (10) character code printed in the Game Play Area under the overprint. The Ticket Validation Number (including any portion thereof) is not a Game Play Area Symbol and is not usable as such.

3.3     "Game Play Area" means the area on the front of the Ticket including the overprint and the printed space underneath the scratch-off material.

3.4     "Pack" means a pack of fan-folded Tickets which are attached to each other by perforations and packed in plastic shrink wrapping.

3.5     "Pack Ticket Number" means the twelve (12) digit number in the form "790-100001-000" 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.

3.6     "Game Play Area Symbols" for Instant Game #790 are as follows:

Your Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> THO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> THLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT
<b>21</b> THYON	<b>22</b> THYTN	<b>23</b> TWTHR	<b>24</b> TWFOR	<b>25</b> THFIV	<b>26</b> THYSX	<b>27</b> TWSEV	<b>28</b> TWEGT	<b>29</b> THNIN
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI
<b>41</b> FRONE	<b>42</b> FRTWO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN
								<b>\$PIN</b>
								<b>PUNTO</b>
								<b>WIN</b>
								<b>WIN2X</b>
								<b>WIN5X</b>

## Winning Numbers Play Symbols:

<b>1</b> ONE	<b>2</b> THO	<b>3</b> THR	<b>4</b> FOR	<b>5</b> FIV	<b>6</b> SIX	<b>7</b> SEV	<b>8</b> EGT	<b>9</b> NIN
<b>11</b> ELVN	<b>12</b> THLV	<b>13</b> THIR	<b>14</b> FORT	<b>15</b> FIVTN	<b>16</b> SXTN	<b>17</b> SVTN	<b>18</b> EGTN	<b>19</b> NINT
<b>21</b> THYON	<b>22</b> THYTH	<b>23</b> TWTHR	<b>24</b> THFOR	<b>25</b> THFIV	<b>26</b> THYSX	<b>27</b> THSEV	<b>28</b> TWEGT	<b>29</b> THNIN
<b>31</b> TRON	<b>32</b> TRTO	<b>33</b> TRTR	<b>34</b> TRTF	<b>35</b> TRFIV	<b>36</b> TRSX	<b>37</b> TRSV	<b>38</b> TREG	<b>39</b> TRNI
<b>41</b> FRONE	<b>42</b> FRTHO	<b>43</b> FRTHR	<b>44</b> FRFOR	<b>45</b> FRFIV	<b>46</b> FRSIX	<b>47</b> FRSEV	<b>48</b> FREGT	<b>49</b> FRNIN

## Prize Symbols:

<b>\$10</b> TENDOL	<b>\$20</b> TWENTY	<b>\$50</b> FIFTY	<b>\$100</b> ONEHUN	<b>\$250</b> THOFTY	<b>\$500</b> FIVHUN	<b>\$1,000</b> ONETHO	<b>\$100,000</b> ONHNTHO
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## Bonus Round Play Symbols:



### 3.7     “Legends”:

YOUR NUMBERS            WINNING NUMBERS            BONUS ROUND

The legend CHECK YOUR TICKET will be imaged in magenta above the Validation Data Matrix Barcode.

3.8     A “Non-winning Ticket” is defined as a Ticket that is not intended to be a winning Ticket.

3.9     No portion of the display printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Instant Game.

3.10    In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 4 of these game specific rules and the requirements set out on the back of each Instant Game Ticket.

## SECTION 4 - INSTANT TICKET VALIDATION REQUIREMENTS

Besides meeting all of the other requirements in these game specific rules and as printed on the back of each Ticket, the following validation requirements will apply with regard to the Tickets in Iowa Instant Game #790.

### 4.1 Play Instructions

Match any of YOUR NUMBERS to any WINNING NUMBER, win the prize shown. Reveal this "TRAIN" symbol, win that prize instantly. Reveal this "GO" symbol, win \$200 instantly. Reveal this "MR. MONOPOLY" symbol, win all 20 prizes shown. If the DOUBLER BOX NUMBER matches any of the WINNING NUMBERS, win DOUBLE all prizes won!

4.2 To be a valid Ticket, all of the following requirements must be met:

- A. The Ticket must be complete, and not miscut, and have six (6) WINNING NUMBERS Play Symbols, twenty (20) YOUR NUMBERS Play Symbols, twenty (20) PRIZE Symbols and one (1) BONUS ROUND Play Symbol on the front of the Ticket under the scratch-off material. Exactly one Legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The Ticket must also have exactly one abbreviated Pack Ticket Number, exactly one Validation Number, and 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 Ticket Number appearing above it on the back of the Ticket. A Printing Press Barcode must appear on the front of the Ticket.

- B. Each of the Game Play Area Symbols and captions must be present in its entirety and must be fully legible.
- C. Each of the Game Play Area Symbols and captions 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 Game Play Area Symbols on the Ticket.
- F. The Ticket shall 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 Game Play Area Symbols and captions, Ticket Validation Number, and Pack Ticket Numbers must be right side up and not reversed in any manner.
- L. The Ticket Validation Number of an apparent winning Ticket shall appear on the Lottery's official list of Ticket Validation Numbers of winning Tickets; and a Ticket with that Ticket 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 Symbols must be exactly as described in Section 3.6 above.
- O. Each of the Game Play Area Symbols and captions 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 Number must be printed in the Ticket 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 requirements stated in these game specific rules and any confidential validation requirements established by the Lottery.

4.3 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The Administrator may replace an invalid Ticket with an unplayed ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility or liability of the Administrator 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 sales price of

the Ticket. By purchasing or lawfully obtaining a Ticket, a player agrees to the terms of these game specific rules, including but not limited to the limitation of remedy for an invalid or defective Ticket.

#### **SECTION 5 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

5.1 All game prizes must be claimed within ninety (90) days of the announced end of the game. All mailed prize claims must be sent to the official mailing address available at [ialottery.com](http://ialottery.com), and received by the Lottery prior to the expiration of the claim period set forth above. Any prize not claimed within the period specified herein or 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, or a legal holiday, the time to claim a prize shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when the claimant is legally required to fill out tax forms in order to claim the prize.

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