IALottery™

Woo Hoo for You™

2017

Lottery Fact Book

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Foreword From the Iowa Lottery

Every year, the Iowa Lottery fields thousands of questions about the products we sell and the day-to-day details of running a lottery. There's a lot to talk about, because whether it's a new scratch game out on the market or a new promotion, the Iowa Lottery is constantly working to improve its products and offer something different and fresh.

We believe this Fact Book will be a useful tool for you. In here, you'll find details about all the products we offer, an outline of the Iowa Lottery's history and answers to some of the most frequently asked questions about the lottery.

Thanks for taking the time to learn more about the Iowa Lottery!

The Iowa Lottery CEO & Board

Terry Rich has served as CEO of the Iowa Lottery since February 2009. His current term runs until April 30, 2017. The Lottery CEO is appointed by the governor and confirmed by the Iowa Senate.

The Iowa Lottery Board is made up of five Iowa citizens appointed by the governor, and the State Treasurer, who serves as an ex-officio member of the board. The board oversees the lottery and its operations. Each department at the lottery formally reports to the board at meetings held throughout the year. According to Iowa Code, the Lottery Board must have a member with an accounting background, a member with experience in marketing, a member with law enforcement experience and another member who has or is currently practicing law. No more than three board members can be of the same political party.

Ying Sa joined the Lottery Board in 2014. She is the founder and principal certified public accountant at Community CPA & Associates Inc. in Des Moines, where she also resides.

Mary Rathje joined the Lottery Board in 2015. She is office manager and controller at Rathje Construction Company in Marion, where she also resides.

Connor Flynn Jr. joined the Lottery Board in 2015. He is chairman of the Lessing-Flynn advertising agency in Des Moines, where he also resides.

Michael L. Fitzgerald, State Treasurer, has been a part of the Lottery Board since 2003. He lives in Waukee.

Mary Junge served on the Lottery Board from 1999-2014 and was reappointed in 2016. She is a CPA and practicing tax-and estate-planning attorney who resides in Cedar Rapids.

Mike Klappholz joined the Lottery Board in 2006. He is the retired chief of police in Cedar Rapids, and resides in Marion.

Who to Contact at the Iowa Lottery

The Iowa Lottery is headquartered in Clive, and has regional offices in Cedar Rapids, Council Bluffs, Mason City and Storm Lake.

Iowa Lottery Headquarters
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Blog: www.ialotteryblog.com

Facebook: www.facebook.com/IowaLottery

Twitter: www.twitter.com/ialottery

Google+: plus.google.com/+iowalottery

YouTube: www.youtube.com/user/IALottery

Instagram: https//instagram.com/iowalottery

Pinterest: www.pinterest.com/IowaLottery

IALottery Woo Hoo for You

Regional Offices

Winning Numbers Hotline: (515) 323-4633

Des Moines

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13001 University Ave.
Clive, Iowa 50325-8225
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Mason City

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Mason City, Iowa 50401-1531
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Storm Lake

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Storm Lake, Iowa 50588-3205
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Council Bluffs, Iowa 51503-9030
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Past and Present Iowa Lotto Games

Game	Start	End
Lucky for Life®	Jan. 24, 2016	-----
MONOPOLY MILLIONAIRES' CLUB™	Oct. 19, 2014	Dec. 26, 2014
All or Nothing™[1]	Jan. 28, 2014	-----
Mega Millions®	Jan. 31, 2010	-----
Pick 3 Midday	Sept. 21, 2003	-----
Pick 4 Evening/Midday[2]	Sept. 21, 2003	-----
Hot Lotto®[3]	April 7, 2002	-----
Rolldown[4]	Sept. 9, 2000	April 6, 2002
Freeplay Replay	March 26, 2000	Sept. 20, 2003
Pick 3 Evening	July 13, 1998	-----
Cash 4 Life[5]	March 30, 1998	Sept. 7, 2000
Daily Millions	Sept. 16, 1996	March 29, 1998
Dream Draw	June 15, 1996	Nov. 1, 1996
Super Cash Lotto™[6]	Oct. 1, 1994	July 1998
Lucky Day[7]	Oct. 31, 1993	Oct. 1, 1994
Powerball®[8]	April 19, 1992	-----
Iowa's $100,000 Cash Game[9]	Jan. 26, 1992	Jan. 25, 2014
Daily Deal	Feb. 7, 1991	Jan. 25, 1992
LOTTO*AMERICA™	Feb. 11, 1988	April 18, 1992
Iowa LOTTO	May 1, 1986	Oct. 30, 1993

[1] All or Nothing replaced Iowa's $100,000 Cash Game
[2] Pick 4 replaced Freeplay Replay
[3] Hot Lotto replaced Rolldown
[4] Rolldown replaced Cash 4 Life
[5] Cash 4 Life replaced Daily Millions
[6] Super Cash Lotto replaced Lucky Day
[7] Lucky Day replaced Iowa LOTTO
[8] Powerball replaced LOTTO*AMERICA
[9] Iowa's $100,000 Cash Game replaced Daily Deal

Top 10 Prizes Won By Iowa Lottery Players

Visit http://www.ialottery.com/Pages/Winners/IowasMillionaires.aspx for an up-to-date listing of Iowa's Millionaires.
(C=cash option chosen; A=annuity option chosen)

Name	City, State	Jackpot Amount	Date Won	Game
The Shipping 20	Cedar Rapids, IA	$241,000,000 (C)	6/20/2012	Powerball®
KJH Family LLC	Bondurant, IA	$202,100,000 (C)	10/4/2012	Powerball
Timothy B. Guderian Trust	Fort Dodge, IA	$200,800,000 (C)	9/23/2006	Powerball
Hugh Hawkins	Des Moines, IA	$113,200,000 (C)	12/14/2005	Powerball
Hasken Family Trust	Sabula, IA	$31,800,000 (C)	1/8/2000	Powerball
Timothy E. Schultz Revocable Trust	Des Moines, IA	$28,000,000 (C)	2/10/1999	Powerball
John Hall	Indianola, IA	$19,970,000 (C)	1/13/2007	Hot Lotto®
Allen & Roice Earles Trust	Maquoketa, IA	$19,640,000 (A)	3/21/1990	Lotto*America
Jacquelyn M. Moore	Omaha, NE	$14,400,000 (C)	10/16/2004	Powerball
VanDeBoe-Elsinga Sep. Ownership Agreement	Norwalk, IA	$13,620,000 (A)	12/3/1988	Lotto*America

Top 10 U.S. Record Lottery Jackpots*

Jackpot Amount	Lotto Game	Date Won	Winning Tickets Sold
$1.586 billion	Powerball®	1/13/2016	3: California, Florida & Tennessee
$656.0 million	Mega Millions®	3/30/2012	3: Kansas, Illinois & Maryland
$648.0 million	Mega Millions	12/17/2013	2: California & Georgia
$590.5 million	Powerball	5/18/2013	1: Florida
$587.5 million	Powerball	11/28/2012	2: Arizona & Missouri
$564.1 million	Powerball	2/11/2015	3: North Carolina, Texas & Puerto Rico
$536.0 million	Mega Millions	7/8/2016	1: Indiana
$487.0 million	Powerball	7/30/2016	1: New Hampshire
$448.4 million	Powerball	08/07/2013	2: Minnesota & New Jersey
$429.6 million	Powerball	05/07/2016	1: New Jersey

* As of Dec. 30, 2016

Iowa Lottery Timeline of Events

Gov. Terry Branstad signs the Lottery Bill into law on April 18, 1985.

1985

April 18, 1985 - Gov. Terry Branstad signs the Lottery Bill into law.

June 1, 1985 - Ed Stanek is named Lottery Commissioner.

Aug. 22, 1985 - Sales begin with a kickoff celebration at the Iowa State Fair just 111 days after the signing of the lottery legislation. A network of more than 3,000 retailers was assembled. A staff of 112 was hired, quickly oriented and trained. Five regional offices and a central headquarters were located, equipped and staffed. Advertising strategies were mapped out, tickets and promotional materials were printed and distributed and accounting systems and communication links were established.

August 1985 - As the Iowa Lottery began business, the lottery adopted a green logo with four shooting stars bracketing the words "Iowa Lottery" in the center. The shooting stars represented lottery luck and celebration and were aspirational in terms of the vital difference lottery proceeds would make in the state.

November 1985 - Iowans purchased more than 28.1 million scratch tickets by the end of the first game, "Scratch, Match and Win," on Nov. 1, 1985. More than 6.4 million tickets were sold in the first week of play.

November 1985 - Players could submit five nonwinning tickets purchased during October for a chance to win $100,000 in a televised "Halloween Bonus Drawing." Betty Freeman of Marengo won the drawing conducted on Nov. 1.

Nov. 14, 1985 - Bill Watson of Council Bluffs becomes the first winner of the lottery's "Wheel Spin" game, claiming a prize of more than $4 million.

Lottery Commissioner Ed Stanek gives a large check to Bill Watson, the first winner of the lottery's "Wheel Spin" game on Nov. 14, 1985.

1986

April 4, 1986 - The first scratch game with an Iowa theme, "Hog Wild," is introduced. The game honored Iowa's standing as the nation's largest pork producer.

April 30, 1986 - The Iowa Lottery introduces its first lotto game, a game where players chose six numbers out of 30. It was called "Iowa LOTTO" and the introduction was marked by kickoff events in Des Moines and four other cities across the state. The legislation that enacted the lottery mandated that a lotto game be in place by May 1, 1986.

June 7, 1986 - George and Virginia Hielen of Council Bluffs become the first Iowa LOTTO jackpot winners, splitting a prize of nearly $2.48 million with their son.

July 1, 1986 - The lottery concludes its first fiscal year. Sales goals were met ($85.7 million), efficiency was higher than expected and proceeds topped $27 million to the state.

Oct. 1, 1986 - The lottery experiences its first scratch game sellout when 7-11-21 proves so popular that its tickets run out. The lottery had to start its next game, "Autumn Gold," a week early.

1987

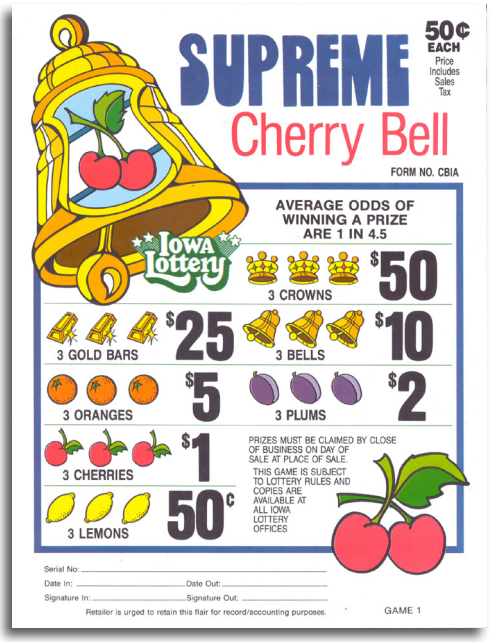
Jan. 7, 1987 - The lottery introduces its first scratch "stub" game, "Hula Moola," which offered an all-expenses paid trip to Hawaii as one of its prizes. Players had to save the stubs from the end of the game ticket with letters that spelled "vacation" to win the trip.

Jan. 25, 1987 - Iowa LOTTO switches to a six of 36 matrix, from a six of 30 matrix. This change in format allowed the lottery to not only offer larger jackpot prizes, but to increase the size of the other prizes as well.

Sept. 16, 1987 - The Multi-State Lottery Association (MUSL) is established and headquartered in Urbandale; Iowa is a founding member.

Sept. 30, 1987 - The Iowa LOTTO game changes to two drawings per week.

Oct. 12, 1987 - The Iowa Lottery becomes the first in the nation to begin selling pull-tab tickets. The first pull-tab game, "Supreme Cherry Bell," sold for 50 cents in seven test-market counties. Pull-tab sales expanded statewide later in the year.



1988

Feb. 11, 1988 - The LOTTO*AMERICA™ game begins sales with a seven of 40 matrix. The game was offered by seven different lotteries (Iowa, Kansas, Missouri, Oregon, Rhode Island, Washington D.C. and West Virginia) to produce jackpots much larger than could be produced by any of those lotteries alone.

Feb. 20, 1988 - John Dean Flanery of Guthrie Center is the first Iowan to win a LOTTO*AMERICA™ jackpot. He claims a $3 million prize.

July 7, 1988 - The lottery teams up with Coca-Cola™ for "Jukebox Jackpot," a game that gave players the best chances of winning of any scratch game sold by the Iowa Lottery up to that time. A stub feature on the ticket gave players a chance to win a discount on the price of Coca-Cola products.

Aug. 27, 1988 - Madonna Swartz of Cumming is the second Iowan to win a LOTTO*AMERICA™ jackpot. She claimed a $7.24 million prize.

Oct. 27, 1988 - Patty Cripps of Marshalltown wins the top prize of $100,000 during the "$1,000,000 Win-a-Thon." Before the end of the event, more than a thousand others also won prizes ranging from $500 to $50,000.

Dec. 3, 1988 - Iowa has its third LOTTO*AMERICA™ jackpot winner. The $13.62 million prize was claimed under the VanDeBoe-Elsinga Separate Ownership Agreement of Norwalk.

Dec. 14, 1988 - The State Historical Building is dedicated in front of a standing-room-only crowd. With revenues generated from the sale of lottery products, more than one-fifth of the $25 million construction project was financed by the Iowa Lottery.

1989

Jan. 25, 1989 - Beatrice Jones of Davenport wins the $100,000 top prize on the lottery's "Night of 1,000 Winners" television special. Contestant Elizabeth Serrano of Davenport won $50,000; Liz Ellsworth of Delmar won

$10,000 and at-home contestant, Sandy Lorch of Burr Oak, won $25,000. Another 1,000 Iowans won $100 each. The contest drew approximately 1 million entries.

Feb. 5, 1989 - The LOTTO*AMERICA™ game changes its matrix to six of 54 with two plays for $1.

March 28, 1989 - The live, 30-minute television show "Winning Season" is held. Eight contestants were split into two teams of four and participated in a live "baseball" game. The winning team got $200,000 to be split up evenly and the other team won $100,000. Players entered by mailing in five nonwinning scratch tickets. Nearly 865,000 entries were received.

May 31, 1989 - The first of a series of 12 one-minute television specials airs, during which 12 Pontiac Grand Prixs™ are given away. Additionally, 240 lucky winners won $500 prizes and 60 won pairs of tickets to the Ruan Greater Des Moines Grand Prix race. Players entered the contest by mailing in five nonwinning scratch tickets.

July 19, 1989 - The Iowa LOTTO game switches to a matrix of six of 39, from six of 36, in order to provide larger jackpots and more generous prizes at other levels.

July 31, 1989 - To celebrate its fourth anniversary, the lottery's first scratch game, "Scratch, Match and Win," is reintroduced. From July 31 to Aug. 29, 1989, Scratch, Match and Win tickets were sold at the special price of four for $2.75.

Oct. 5, 1989 - To further celebrate the lottery's fourth anniversary, a special 30-minute "Wheel Spin Show" is telecast Oct. 5, 1989. Five people were drawn to appear on the show and spin the wheel with one at-home partner drawn to participate. One thousand entries were also drawn to win $250. Lottery players entered the drawing by mailing in five nonwinning scratch tickets.

Oct. 30, 1989 - The lottery introduces Cash Bonus, a $1.25 scratch game featuring a special stub. Scratching the stub revealed five letters. Twice weekly from Nov. 8 through Dec. 30, 1989, five letters were drawn. Players who matched all five letters in exact order won a $25,000 prize. Four winners matched the letters drawn to collect the prize.

Nov. 13, 1989 - For the first time, the Iowa Lottery sells tickets that were guaranteed to win. The $5 Holiday Cards offered festive holiday messages and at least a $2 prize.

1990

Jan. 27, 1990 - Iowa has its fourth LOTTO*AMERICA™ jackpot winner. The $7.28 million prize was claimed by the Halvo Trust of Vermillion, S.D.

Jan. 30, 1990 - Halftime of the Iowa vs. UNI men's college basketball game has an added element of excitement as one lucky Iowa Lottery player won a $50,000 prize. Other prizes awarded were $5,000, $10,000, $15,000 and $25,000.

March 15, 1990 - "Wild Card™" is added to Iowa LOTTO. For an extra $1 per play, the computer would randomly pick one card from a deck of 52 to accompany the set of six numbers the player chose. If the card drawn matched the player's, they won a prize.

March 21, 1990 - Allen and Roice Earles of Maquoketa become the fifth and highest LOTTO*AMERICA™ jackpot winners in Iowa, claiming a $19.64 million prize.

Sept. 29, 1990 - Cleda Troop of Burlington is the grand prize winner of $250,000 in the lottery's "Dream House" drawing. The scratch game, "Dream House," began on May 14, 1990, and just over a million "entry" tickets were printed. Players mailed in more than 600,000 of the entry tickets.

1991

Feb. 7, 1991 - The **"**Daily Deal™**"** game begins. The card game was played Monday through Saturday. With overall odds of 1 in 3.65, Daily Deal™ combined the odds of a scratch game with the excitement of a lotto game. Players could win the top prize of $4,000 by matching four cards and won a free play for matching just one card.

August 1991 - The first of approximately 1,200 pull-tab vending machines are placed in retail locations throughout the state. Most of the machines are equipped to handle six games.

1992

Jan. 26, 1992 - The lottery starts a new game called "Iowa's $100,000 Cash Game." Players pick five numbers from a field of 35. This game replaced Daily Deal™.

April 19, 1992 - The jackpot lotto game "Powerball®" is introduced. Powerball replaced LOTTO*AMERICA™ in Iowa and 14 other states. Jackpots started at a guaranteed $2 million and grew from there. Players picked five numbers from a pool of one to 45, and then one more, called the Powerball, from a pool of one to 45.

Aug. 15, 1992 - Total Iowa Lottery sales pass the $1 billion mark.

Nov. 16, 1992 - The lottery introduces "Bingo," its first $2 scratch game. Played just like the regular bingo game, customers responded and weekly sales for Bingo checked in at nearly $700,000.

Dec. 23, 1992 - Ed Brown of Washington splits a $10.4 million jackpot with a Missouri woman in the Powerball® drawing, becoming Iowa's first Powerball winner. He claimed his prize on Jan. 7, 1993.

Ed Brown smiles as he and his wife, Mary, receive a big check on Jan. 7, 1993.

1993

April 14, 1993 - The Reimers Wagoner Trust of Omaha, Neb., claims more than $4.57 million playing Iowa LOTTO.

July 1993 - The Iowa Lottery reports that pull-tab sales for fiscal year 1993 soared to $36.9 million compared to $21 million in the previous fiscal year.

Oct. 31, 1993 - "Lucky Day™**"** replaces Iowa LOTTO.

1994

January 1994 - The Iowa Lottery sends its first mailing to members of its "Birthday Club." This group is now known as the "Iowa Lottery VIP Club™" and information to members is distributed electronically.

March 31, 1994 - The minimum purchasing age for lottery tickets in Iowa, which had been 18 since the lottery's start in 1985, is raised to 21 as part of the legislation involving several gaming issues.

April 27, 1994 - A record Lucky Day™ jackpot of $10.525 million is claimed by "Lucky Trust One" members Phil Points of Council Bluffs and Ron Eurek and Karl Gray, both of Omaha, Neb.

August 1994 - As it began its 10th year in business, the Iowa Lottery transitioned to a new logo. The new look maintained the shooting stars from the lottery's original logo from 1985, but circled them around the words "Iowa

Lottery." The new logo had green letters, yellow stars and red streaks of light behind them.

Oct. 1, 1994 - "Super Cash Lotto™**"** replaces Lucky Day™ and returns players to a more familiar lotto format. Super Cash Lotto players picked six numbers from a pool of 42, and customers received two plays, or two chances to win, for $1. It was called Super Cash Lotto because the jackpot was paid in one lump sum.

Oct. 2, 1994 - A program to place 500 scratch-ticket vending machines across the state begins. The machines were placed primarily in grocery stores and other high-traffic retail locations. Players liked the machines because they could choose from eight different games without having to wait in line for a clerk. Retailers liked the machines because they cut down on the labor costs involved with selling scratch tickets.

November 1994 - The lottery starts a new validation system that allows players to take winning tickets to any retail location. Scratch tickets were printed with a bar code and retail locations were equipped with bar code readers to check tickets to ensure they were winners. With the new system, sales increased and players were able to cash tickets more easily. Security for tickets was also increased.

1995

March 6, 1995 - The lottery introduces "Easy Street," its third $5 scratch game. The game offered a top prize of $1,000 a week for 20 years.

July 1995 - Angel Boley of Des Moines becomes the first winner of an automobile in the lottery's "Cash 'N Cars" scratch game. She picked a new blue Ford Mustang® convertible. Nine other automobiles were offered during the game.

1996

February 1996 - The lottery celebrates leap year and its accompanying extra day in February with a special promotion for Iowa's $100,000 Cash Game players. The special was called "Xtra Day, Xtra Play" and gave players a full week's worth of six plays for only $5.

Feb. 1, 1996 - The Iowa Lottery's website debuts at www.ialottery.com.

Feb. 26, 1996 - The lottery begins the $2 "Mustang® Money" scratch game. The game offered 30 Ford Mustang® coupes as prizes.

May 11, 1996 - Bill Winter of Ankeny wins the largest-ever Super Cash Lotto™ jackpot. The prize was more than $2.3 million.

June 15, 1996 - The Iowa Lottery introduces "Dream Draw," a raffle game featuring prize packages like Winnebagos™, fishing packages, cars, motorcycles and other "dream" prizes.

Sept. 16, 1996 - A new multi-state game, "Daily Millions," debuts. The daily game featured a top prize of $1 million.

1997

Jan. 16, 1997 - "Sittin' Pretty," a promotion offering Daily Millions players a chance to win a 1996 Collector's Edition Corvette™, kicks off.

Feb. 8, 1997 - A rural postal carrier from Osage becomes Iowa's first $1 million "Daily Millions" winner. Robert Marreel planned to continue working his postal route.

March 15, 1997 - Instant-scratch ticket sales pass the $1 billion mark.

June 19, 1997 - The Iowa Lottery introduces its first 4-inch by 4-inch scratch ticket. "Double Blackjack" gave players 10 chances to win on every ticket. The $2 game offered a top prize of $21,000.

July 9, 1997 - Robert Farnsworth of Cedar Rapids parlays 28 combinations of six numbers into a $959,311 Super Cash Lotto™ payoff. Not only did Farnsworth match the six numbers to claim the game's jackpot, but he also matched five numbers 12 times and matched four numbers 15 times.

Oct. 1, 1997 - A new retailer commission program goes into effect. The "Gold Star" program allows retailers to earn up to 7 percent in commissions on the sale of instant-scratch tickets.

Nov. 2, 1997 - Several changes in the Powerball® game are announced. First, players are allowed to choose whether they want to take the jackpot prize in annuitized payments over 25 years or in one lump-sum payment. Second, some of the other prizes became larger. Additionally, the jackpot minimum moved to $10 million rather than $5 million. Also, the game became a five of 49 matrix for the white balls and one of 42 for the Powerball.

1998

March 7, 1998 - Lynda Robison of Dysart wins a new Chevrolet Blazer™ SUV in the lottery's "Five-to-Drive" promotion. Players were invited to send five nonwinning scratch tickets in for a drawing where 10 were selected to participate in an event at Southridge Mall in Des Moines.

March 30, 1998 - The lottery introduces the "Cash 4 Life" game to replace "Daily Millions". The game offered a grand prize of $1,000 a week for life.

June 25, 1998 - The "Harley-Davidson®" scratch game is introduced. The game offered $10,000 cash prizes with a special bonus - some tickets featured an entry for a chance to win one of three Harley-Davidson® motorcycles and more than 3,000 other Harley-Davidson® prizes.

July 13, 1998 - "Pick 3," the lotto game popularized in numerous other lottery states, is introduced to replace Super Cash Lotto™. Iowa uses an innovative, money-saving approach by utilizing the Illinois Lottery's evening Pick 3 numbers. The drawings were broadcast in most local cable television venues on WGN-TV, Chicago. This agreement continued until April 2014.

Sept. 25, 1998 - Rita Fichter of Tabor wins the Iowa Lottery's first "Cash 4 Life" grand prize of $1,000 a week for life.

Dec. 26, 1998 - "Super Cash Sweepstakes," a 60-minute television special designed to give away money left from the end of the Super Cash Lotto™ game, is aired statewide. Elaine Voss of West Union won the $100,000 top prize.

1999

Feb. 10, 1999 - Timothy E. Schultz of Des Moines wins the $28 million Powerball® jackpot. He claimed his prize on March 8, 1999.

April 17, 1999 - Wayne Richter of New Hampton wins a 1999 Ford Explorer™ in the "Cruise into Spring" second-chance promotion held at Westdale Mall in Cedar Rapids. Other participants won cruises and cash.

July 12, 1999 - Due to revisions in the federal tax code, the Iowa Lottery updates its rules to allow Powerball®

jackpot winners up to 60 days from the time they claim the prize to choose whether they wish to accept their prize in a cash lump sum or in 25 annual payments.

September 1999 - The Iowa Lottery launches a series of under-age compliance education seminars designed to help retailers recognize how to avoid selling age-sensitive products (including lottery tickets) to under-age customers. The lottery coordinated with members of state and local agencies in Iowa to conduct the seminars over three months in communities throughout the state. The program was called the "Underage Retail Orientation Campaign" (UROC).

2000

Jan. 8, 2000 - Larry and Sarann Hasken of Sabula win the $31.8 million Powerball® jackpot. The couple claimed the prize with their three children on Jan. 24, 2000.

Jan. 8, 2000 - Jeff Wilson of Davenport drives away in a 2000 Dodge Durango™ awarded by the lottery in the "Holiday $5 to Drive" promotion. This second-chance drawing promotion was open to players who sent in $5 worth of nonwinning lotto tickets.

Jan. 10-14, 2000 - The Iowa Lottery enjoys its winningest week ever to this point. Top prizes were awarded in "Cash 4 Life," Pick 3 and Iowa's $100,000 Cash Game. Also, a $31.8 million Powerball® jackpot was awarded to the Larry Hasken family of Sabula.

March 26, 2000 - "Freeplay Replay," a new lotto game that commemorated the Iowa Lottery's 15th birthday, is introduced. The new six of 30 matrix game offered a free play to players who matched zero numbers in the drawing. The jackpot for matching all six numbers was $15,000 per year for 15 years.

March 28, 2000 - Ross Iversen of Denison wins the lottery's "Million Mile Mail-In" promotion. Players sent in nonwinning scratch tickets for a chance to win a million frequent flyer miles from American Airlines™. This was the first time the lottery had given away airline miles as a prize.

April 10, 2000 - A $3 scratch ticket called "Easy Rider" offered six lucky players a $33,000 Indian™ motorcycle package.

April 25, 2000 - Ralph Trowbridge of Dubuque is the first grand-prize winner in the "Freeplay Replay" game, winning $15,000 for 15 years. The game was introduced in celebration of the Iowa Lottery's 15th anniversary.

May - October 2000 - The Iowa Lottery hits the road for its Y2K tour. Lottery employees made stops at various stores and events with the "Lottery on Wheels" trailer.

July 5, 2000 - WOI-TV (Channel 5) in Des Moines begins broadcasting Powerball® drawings on Wednesdays and Saturdays at 9:59 p.m. The drawings, for several years before, had only been shown on cable access.

July 8, 2000 - Violet Mallory of Des Moines wins the lottery's "Scratch Summer Fun" promotion at Big Creek State Park in Polk City. The promotion prize package included a 2000 Ford Ranger™ truck, a Polaris™ watercraft and a Shorelander™ trailer. Players entered the promotion by mailing in five nonwinning scratch tickets.

July 31, 2000 - Retailers begin to order $10 "Iowa Celebration" scratch tickets. A $3 winner was guaranteed in every pack. The top prize was $100,000.

Aug. 10, 2000 - Tickets in the $3 "Instant Powerball TV Game" scratch game become available. Players could buy the tickets for a chance to win their way to Hollywood to appear on a television game show based on Powerball® and try to win up to $1 million. An Iowa player was guaranteed to appear on every show.

Sept. 9, 2000 - The first drawing for a new lotto game called "Rolldown" takes place. The grand prize pool in the game was awarded in every drawing, whether someone won the jackpot or not. To play, players picked five

numbers from one to 55. Players won the amount in the jackpot pool if they matched all five numbers. If no one matched all five numbers, the amount was “rolled down” to the lower prize levels. Drawings took place on Tuesdays, Thursdays and Saturdays at 9:15 p.m. Rolldown debuted just after Cash 4 Life’s end on Sept. 7, 2000.

Oct. 7, 2000 - “Powerball-The Game Show” begins airing on this date. Players used “Instant Powerball TV Game” scratch tickets to enter drawings to determine who would be on the show.

Oct. 9, 2000 - The “Truck$ & Buck$” scratch game is released. Players could drive away in one of nine new Ford™ F-150 SuperCrew 4x4 trucks.

Oct. 16, 2000 - The country’s first CD-ROM lottery game debuts in Iowa. “Treasure Tower” was a combination of a scratch game with CD-ROM technology and could be played on a personal computer. Each ticket contained a single access code good for one adventure.

Nov. 2, 2000 - The lottery releases its first scented scratch game called “Easy as Pie.” Tickets smelled like pumpkin pie.

2001

Jan. 14, 2001 - The lottery begins the “It’s a Gas” promotion. Players had the chance to win free ethanol gas each week for a year, plus other ethanol prizes. Players who purchased a $5 play or more on one ticket of any lotto game received a promotional ticket and were automatically entered into the drawing.

Jan. 22, 2001 - New scratch ticket vending machines (ITVMs) are installed in retailers across Iowa.

Feb. 17, 2001 - Russ Anderson of Thornton becomes Iowa’s biggest winner on “Powerball–The Game Show,” winning $102,500 on the show.

March 4, 2001 - Powerball’s “Power Play®” option begins. The multiplier option can be added to a Powerball® play for an extra $1. It multiplies any non-jackpot prize.

April 30, 2001 - The “Iowa-Come Be Our Guest” scratch game is released. Hundreds of Iowa communities donated tourism packages for the game. Tickets depicted six Iowa scenes: The Lewis and Clark Festival; the Amana Colonies; the Bridges of Madison County; the Boone and Scenic Valley Railroad; the Mississippi River and the Loess Hills.

July 1, 2001 - Retailers switch their lotto sales and ticket validation systems from GTECH to Scientific Games. Retailers also received new EXTREMA terminals for lotto games and SciScans to check scratch tickets.

July 1, 2001 - The federal tax withholding rate on lottery prizes of more than $5,000 decreases from 28 percent to 27.5 percent. It would steadily drop to 25 percent by 2006.

July 23, 2001 - A new “Powerball TV Game” scratch ticket is released. Players could win up to $25,000 instantly, be on the game show and win up to $1 million or be an at-home player on the show. (The new season for the game show started Oct. 7, 2000.)

Sept. 10, 2001 - Players had a chance to win a $16,000 top prize or electronics in the Iowa Lottery’s “Sweet 16” second-chance promotion. Players mailed in $5 worth of nonwinning scratch tickets to qualify for the drawing. Charles Taylor of Des Moines won the top prize.

October 2001 - Ray Charles helps advertise Iowa's Powerball®. New ads featured the musical star and a new Powerball slogan, "It's America's Game – the one and only Powerball."

2002

January 2002 - Changes are made to Gold Star, the lottery's compensation program for retailers. Retailers that sell lotto games receive a 5.5 percent commission on ticket sales and can receive bonuses for sales increases. Retailers can also receive bonuses of up to $10,000 for selling lotto tickets that win jackpots and other large prizes. Retailers receive a 5 percent commission on pull-tab ticket sales and a 5.5 percent commission on the sale of scratch tickets. However, retailers that take part in the Gold Star program can increase their scratch commissions to 7 percent by meeting advertising requirements and selling at least 12 different games.

Jan. 20 - Feb. 16, 2002 - The lottery's "It's a Gas" promotion allows players to win one of up to 30 free ethanol prizes. Players who purchased $5 worth of their favorite lotto game received a raffle ticket. A drawing was held for seven grand prizes, which included $20 in gas each week for a year.

Feb. 14, 2002 - Marty and Joyce Ouverson of Ankeny win the Iowa Lottery's "Hawkeye™ Scratch Hoopla" promotion. The couple won a trip to the 2002 men's college basketball championship in Atlanta.

April 7, 2002 - "Hot Lotto®" sales begin. Players pick five numbers out of 39 and one out of 19 for the Hot Ball. Drawings are held the same days as Powerball® on Wednesdays and Saturdays.

April 10, 2002 - The first Hot Lotto® drawing takes place.

April 19, 2002 - The Powerball® game celebrates its 10th anniversary.

July 10, 2002 - Darlene Becker of Dubuque wins the first jackpot awarded in the Hot Lotto® game for $3.6 million. She claimed her prize on Aug. 8, 2002.

September 2002 - The Iowa Lottery updated its logo to bring a broader spectrum of colors into its look. The new version of the image had white letters in the center surrounded by graduated red, orange and red stars.

Oct. 5, 2002 - The "Powerball Instant Millionaire" game show debuts. The television show was a revamped version of "Powerball - The Game Show." The new show was filmed at a studio at The Venetian® in Las Vegas. Players could buy "Lucky Lines" scratch tickets for a chance to appear as a contestant. Rose Anne Poldberg of Kimballton was the first finalist on the show and won more than $72,000.

Todd Newton, host of "Powerball Instant Millionaire," and Rose Anne Poldberg of Kimballton in the final round of the game.

Oct. 7, 2002 - The Iowa Lottery begins selling its "Beetle Bailey™" scratch game. Cartoonist Mort Walker visited the veteran's hospital in Des Moines. As part of a licensing agreement, Oberthur Gaming Technologies Corp., the company that produced the game, made a donation to the Iowa Commission of Veterans Affairs.

Nov. 9, 2002 - Ryan Van Zante of Des Moines wins the "Hawkeye® Football" promotion. Players could enter one nonwinning "Red Hot 7's" scratch ticket through the Iowa Lottery's website for a chance to win tickets to University of Iowa football games. As the grand prize winner, Van Zante received tickets to a college football bowl game of his choice.

Dec. 9, 2002 - The new $1 "A Grand Time" pull-tab game offers a top prize of $1,000.

This was the first time a prize this large had ever been offered on an Iowa Lottery pull-tab ticket.

Dec. 25, 2002 - Don Sporrer of Denison wins a $2.7 million Hot Lotto® jackpot. He claimed his prize on Jan. 13, 2003.

2003

Feb. 17, 2003 - The "Ticket to Vegas" scratch game is released. It offered a $25,000 top prize and the chance to be on the "Powerball Instant Millionaire" game show.

Feb. 19, 2003 - Andrew Rasmussen of Ankeny wins a trip to Memphis, Tenn. as the winner of the "Elvis on Tour Karaoke" promotion.

Feb. 20, 2003 - Robert Birge of West Des Moines wins the "Cyclone® Basketball" promotion. Players who purchased a Powerball® with Power Play® ticket and entered via the Iowa Lottery's website had the chance to win Iowa State University men's basketball tickets and a trip to the 2003 men's college basketball championship in New Orleans.

March 10, 2003 - The lottery and PETCO® stores team up for the "Dog-Gone Lucky" contest. Dogs across the state tried out for a chance to be featured on a new scratch ticket. Six dogs were selected. The owners received gift cards to PETCO and other pet-supply prizes. Posters announcing the contest featured Iowa's "top dog" – Rosie, a Labrador owned by Gov. Tom Vilsack. Tickets went on sale Sept. 8, 2003.

March 13, 2003 - Iowa's Amber Alert system starts. The Iowa Lottery was an organizing member. When an alert is issued, the lottery broadcasts the message through its retailer terminals and displays the message onLottery-In-Motion screens inside retail locations. It also sends a message through its terminals to all lottery retail locations in the state.

May - October 2003 - The Iowa Lottery tests monitor vending machines in 10 different cities. A total of 30 machines from three different companies were involved in the market test.

May 30, 2003 - Gov. Tom Vilsack signed into law legislation remaking the Iowa Lottery into the Iowa Lottery Authority, a corporate-model enterprise.

June 2, 2003 - The "Viva Las Vegas" scratch game hits stores. The new ticket offered players a chance to win a spot as a contestant on the "Powerball Instant Millionaire" game show.

July 1, 2003 - The Iowa Lottery Authority begins.

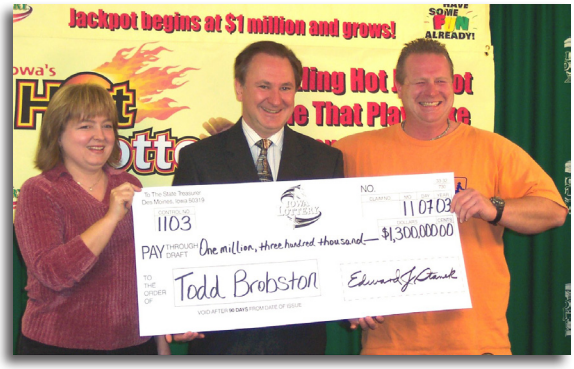
July 2, 2003 - Terry Stonewall of Marshalltown becomes the first player to multiply a $100,000 Powerball® prize with the Power Play® option. He won $500,000 since the multiplier was five.

Aug. 28, 2003 - Jerry Hall of Waterloo wins the "Harley-Davidson® 100th Anniversary" promotion. The Iowa Lottery offered players the chance to win a 100th Anniversary Harley-Davidson® Heritage Softail® Class motorcycle or a Harley Davidson® prize package worth $500. Players had to purchase $5 worth of any lotto game on one ticket to receive an entry form.

Sept. 20, 2003 - The Freeplay Replay game ends.

Sept. 21, 2003 - The lottery introduces the "Pick 4" lotto game (both evening and midday draws) and adds the midday draw to Pick 3. For the first time, the front pair and back pair options were added as a choice for players to bet as well as the traditional options of straight, straight/box and box.

Sept. 23, 2003 - The "Venetian Nights" scratch game is released. The new ticket offered players a chance to win a spot as a contestant on the "Powerball Instant Millionaire" game show.



Todd Brobston of Fort Madison, right, accepts a big check from Lottery CEO Edward Stanek during a ceremony at the lottery's headquarters on Nov. 17, 2003.

Oct. 5 - Nov. 29, 2003 - Players have a chance to win one of six trips for two to the pro football championship game in Houston. Iowa Lottery players made a $5 Powerball® purchase with a $5 Power Play® on one ticket to receive an entry for the "Powerbowl Sunday" drawings.

Nov. 1, 2003 - Todd Brobston of Fort Madison wins a $1.3 million Hot Lotto® jackpot. He claimed his prize on Nov. 17, 2003.

Dec. 20, 2003 - Danny Good of Des Moines wins a $1.65 million Hot Lotto® jackpot. He claimed his prize on Jan. 5, 2004.

Dec. 22, 2003 - The Iowa Lottery debuts its "Powerbug." The Volkswagen Beetle decorated with Powerball® logos and signs helps get the word out around the state about large Powerball® jackpots.

2004

Jan. 18 - Feb. 14, 2004 - Players who purchased $5 or more of any lotto game on one ticket received a raffle ticket from lottery terminals for the "Heating Bills" promotion. The lottery gave away five Lennox® Signature Collection furnaces and 20 cash prizes of $1,500 for heating homes.

Feb. 5, 2004 - LouAnn Shaffer of Arlington wins the lottery's "Hawkeye Hawaii" promotion. The lottery offered players a chance to win tickets to a University of Iowa men's basketball game and a trip for two to Hawaii when they entered $5 of nonwinning Hot Lotto® tickets via the lottery's website.

April 1, 2004 - Lou Gibler of Council Bluffs and Dennis Matson of Waterloo win the lottery's "Victory Kingpin®" promotion. Players submitted the serial number from a nonwinning $10 "Pinball Wizard" scratch ticket through the lottery's website for a chance to win one of two Victory Kingpin® motorcycle packages.

May 2004 - TouchPlay machines began to be distributed statewide to licensed Iowa Lottery retail locations.

Aug. 22, 2004 - To celebrate the 150th Iowa State Fair, the lottery offers players a chance to win a motor home, a truck, a high-efficiency furnace installed in their home or $1,500 cash in the "Iowa State Fair 150th Anniversary Sweepstakes." Players received an entry form when they purchased $5 or more of any lotto game on one ticket. The contest featured Iowa-made and Iowa-marketed products to help highlight the anniversary of the fair. Edward Koehn of Cedar Rapids won the motor home. Shirley Full of Cleghorn won the 2004 Dodge Ram® pickup.

Sept. 25, 2004 - The final episode of the "Powerball Instant Millionaire" game show airs.

Oct. 4, 2004 - The lottery introduces its new electronic game card called "Quarter Play" to select retailers in eastern Iowa. The Iowa Lottery was the first in the world to introduce a battery-powered version of a traditional scratch ticket. The card, about the size of a driver's license, sold for $20. Three small LED screens on the front displayed the numbers in a particular play and showed whether the play had won a prize. Every card was a guaranteed winner of at least $3. The product was later recognized with a product-of-the-year award from two lottery-industry groups.

Oct. 16, 2004 - Jacquelyn Moore of Omaha, Neb., wins a $14.4 million Powerball® jackpot. Moore was a worker at the Kellogg's™ cereal plant in Omaha. She purchased her ticket at the Jump Start convenience store in Carter Lake in western Iowa. She claimed her prize on Oct. 20, 2004.

Nov. 5 - Nov. 28, 2004 - Players enter the "Holiday Bonus Shopping Spree" promotion with nonwinning "Holiday Bonus" tickets. Ten winners received a shopping spree at Jordan Creek Town Center in West Des Moines.

Nov. 8, 2004 - K. Morris Richardson of Solon wins the top prize in Iowa's $100,000 Cash Game for a second time. He previously won the top prize in January 2000.

Nov. 10, 2004 - Ten lucky Iowa Lottery players win cash prizes in the "Tabs for Cash" promotion. Players sent in $2 or more of nonwinning pull-tabs for a chance at various cash prizes totaling $25,000. It was the first time the lottery had offered a second-chance drawing with pull-tab tickets.

2005

Jan. 3, 2005 - The lottery releases its "Ultimate Sports Fantasy" scratch game. Players had the chance to win a $13,000 sports package instantly or a chance to enter a drawing to win a "sports fantasy" trip worth $26,000.

Jan. 24, 2005 - The Iowa Lottery introduces its second scented scratch game. The "Sweet Rewards" game had a Valentine's Day theme and its tickets smelled like chocolate.

March 30, 2005 - Ted Riemenschneider of Colorado and Monty McCarrick of Wyoming won $100,000 in the March 30 Powerball® drawing. The two men, along with more than 100 other players around the country, won $100,000 by playing numbers they found inside a fortune cookie. McCarrick was passing through Iowa when he bought his Powerball® ticket.

April 12, 2005 - Six players win Las Vegas trips in the "Las Vegas Vacation" second-chance drawing. Players entered the promotion through the lottery's website with nonwinning "Money Carlo" scratch tickets.

April 25 - May 31, 2005 - Iowa Lottery players redeem nonwinning "Reelin' in the Cash" scratch tickets for a $3.49 discount off a 2005 Iowa annual fishing license through the Iowa Department of Natural Resources website.

May 2 - 27, 2005 - The Iowa Lottery's "Design a Game From Scratch" contest allows players to submit their own designs for a chance to win scratch tickets and cash prizes. Alice Hayes of Webster City won the top prize of $3,000 with her "Dream'n of Dollars" design.

May 16, 2005 - The Iowa Lottery introduces the "Quarter Play" electronic game card statewide.

July 2005 - The Iowa Lottery celebrates its 20th anniversary by releasing the "Thanks a Million" instant-scratch game. Nonwinning "Thanks a Million" tickets could be mailed in for a chance to win up to $1 million in a series of drawings.

July 1, 2005 - A change in Iowa law designed to stop the operation of illegal lotteries, including the sale of products that closely resemble Iowa Lottery pull-tab tickets, takes effect. The law change was requested by the Iowa Lottery during the 2005 session of the Iowa Legislature. The law is designed to permit successful prosecution of those involved in the distribution and sale of a "gray area" product that had moved into the state.

Aug. 4, 2005 - Iowa Lottery headquarters moved to 2323 Grand Ave. in Des Moines.

Aug. 23, 2005 - An electrical fire shuts down Iowa Lottery headquarters. No one was injured, but employees had to evacuate the building for the day.

Aug. 28, 2005 - Changes are introduced in the Powerball® game, including a larger starting jackpot and bigger prizes. The guaranteed starting jackpot amount in Powerball increased from $10 million to $15 million. Also, two white balls were added to the first pool in the game meaning players now chose five numbers from 55. The prize for players who matched the first five numbers but missed the Powerball was doubled. Players could now win $200,000, instead of $100,000. The prize for matching four numbers and the Powerball was also raised from $5,000 to $10,000. Powerball's annuity option also changed so that players would receive an annual payment that increased each year.

IOWA POWERBALL®

Sept. 21, 2005 - Kenyan immigrant Moses Bittok of West Des Moines wins a $1.89 million Hot Lotto® jackpot.

Bittok worked as a correctional officer at the Iowa Correctional Institute for Women in Mitchellville. On the same day he became a U.S. citizen, he learned he had won the jackpot. He claimed his prize on Sept. 26, 2005.

Oct. 18, 2005 - Douglas Wolrab of Cedar Rapids wins the "Hawkeye Victory" second-chance promotion. Players who purchased $5 or more in lotto tickets could enter via the Iowa Lottery's website for a chance to win a custom-painted Hawkeye Victory® Vegas motorcycle manufactured by Victory Motorcycles® in Spirit Lake. There were more than 276,000 entries in the promotion.

Hugh Hawkins of Des Moines won a $113.2 million Powerball® jackpot in the Dec. 14, 2005 drawing.

Dec. 14, 2005 - Hugh Hawkins of Des Moines wins a $113.2 million Powerball® jackpot. Hawkins worked for Metro Engineers of Omaha, Neb. He claimed his prize on Jan. 4, 2006.

2006

Jan. 26, 2006 - John Straight of Logan wins the $1 million prize in the "Thanks A Million" second-chance promotion. He and his family were surprised by lottery staffers with the news at his local bank. The bank's vice president and a family friend helped arrange the surprise.

Feb. 18, 2006 - Twenty workers at Medical Associates in Clinton split a $667,142 Powerball® prize. The women initially won a $200,000 prize, but received an additional $467,142 under the Match 5 Bonus system. Under the bonus system, when the Powerball jackpot reached a record high, a new prize pool was created to give more people a chance to share big winnings.

In February 2006 a group of players from a Clinton medical office split a $667,142 Powerball® prize.

Feb. 20, 2006 - The "Dream'n of Dollars" scratch game is released. Alice Hayes of Webster City designed the ticket during the lottery's "Design a Game From Scratch" contest. She would later win one of the game's $12,000 top prizes playing her very own ticket.

March 2006 - Lottery profits for state programs top the $1 billion mark.

April 3, 2006 - The Iowa Lottery is one of the first lotteries in the world to release a new combination pull-tab and scratch game called "Lucky 7's." The ticket consisted of a scratch game on the front and a pull-tab game on the back.

April 24, 2006 - Keith Selix of Waterloo wins $30,000 playing the "Wild Crossword" (confetti) instant-scratch game. Selix previously won $30,000 in June 2005 and $21,000 in September 2005 playing scratch games.

May 3, 2006 - The TouchPlay project ends after a two-year run.

June 26, 2006 - The Iowa Lottery teams up with the Iowa Department of Cultural Affairs to offer the "Great Places" game. The tickets featured scenes from three cities that were named "Great Places" in Iowa: Sioux City, Clinton and Coon Rapids.

July 2006 - The Iowa Lottery's "Lucky 7's" game is chosen as the winner of the 2006 lottery product of the year award from the Public Gaming Research Institute. It was the second straight year that an Iowa Lottery game received a lottery-industry award as product of the year. The lottery's electronic game card product had been given that honor in 2005.

July 1, 2006 - The Hot Lotto® drawing time changes. It is now held around 9:40 p.m. Wednesdays and Saturdays, just before the Powerball® drawing. It had previously been held after the Powerball drawings.

July 31, 2006 - "Pocket Poker," the lottery's second version of the electronic game card, begins sales. Every card has 80 plays and is a guaranteed winner of at least $3.

Aug. 11, 2006 - The Iowa Lottery hosts the Powerball® drawing live on the grand concourse at the Iowa State Fairgrounds. This was the first time the drawing was ever held in Iowa at a location outside the game's West Des Moines studios.

Lottery CEO Ed Stanek celebrates a $200.8 million Powerball® jackpot with Tim and Kellie Guderian of Fort Dodge on Oct. 4, 2006.

Sept. 23, 2006 - Tim and Kellie Guderian of Fort Dodge win a $200.8 million Powerball® jackpot. They claimed their prize on Oct. 4, 2006.

Sept. 26, 2006 - A group of coworkers from the Namasco Corporation in Dubuque wins the Iowa Lottery's "Cyclone Victory" promotion. Players had a chance to win a custom-painted Cyclone Victory® Vegas Jackpot motorcycle when they entered a lotto ticket worth $5 or more on the lottery's website. The Namasco workers were presented with the bike during the Nebraska vs. Iowa State football game on Oct. 7, 2006. The group also had won a $200,000 prize in the Sept. 20, 2006 Powerball® drawing.

Oct. 30, 2006 - The lottery releases its third scented scratch game called "Mint Money." The game featured a candy-cane theme and its tickets smelled like peppermint.

Nov. 7, 2006 - Four players win trips for two to Las Vegas in the lottery's "Viva Hot Vegas" promotion. Players who purchased $5 or more in the Hot Lotto game could mail in their nonwinning tickets for a chance in the promotion.

2007

Jan. 13, 2007 - John Hall of Indianola wins the largest Hot Lotto® jackpot in the game's history. He claimed his $19.97 million prize on Feb. 2, 2007.

March 3, 2007 - Vicke Sindelar of Marion wins the lottery's "Hawkeye Dodge® Caliber" giveaway. Players who purchased the $3 "Diamond Mine" scratch ticket could enter the promotion via the lottery's website. The drawing took place at Carver-Hawkeye Arena during halftime of a University of Iowa men's basketball game.

April 1, 2007 - The lottery offers the "Power Play 10X" promotion. During the month of April, the number five multiplier is replaced with a 10. If the 10X multiplier is drawn, players who have purchased the Power Play® on their tickets for that drawing had their prizes multiplied 10 times.

July 7, 2007 - Players take advantage of the "lucky" date and the lottery cuts off sales of Pick 3 number combination 7-7-7 and Pick 4 combinations 7-7-7-7 and 7-7-0-7 because the state's liability on a payout reached $225,000 for Pick 3 and $600,000 for Pick 4.

Aug. 2007 - The Kansas and Iowa lotteries become the first two U.S. lotteries to enter into a joint venture to sell a scratch game. "Midwest Millions" had a combined outreach of about 5.6 million people between the two states.

Sept. 15, 2007 - Ryan Burnett of Webster City wins four season tickets to the 2008 Iowa State University football season in the lottery's "Cyclone Game Day Giveaway."

2008

January 2008 - The lottery adds text message alerts as a means of jackpot and winning numbers information.

Jan. 3, 2008 - The lottery adds the "Sizzler" option to the Hot Lotto® game for an extra $1 a play. The Sizzler op-

tion plays much like Power Play® in Powerball®, but will always multiply non-jackpot prizes by three.

Jan. 5, 2008 - The lottery offers the "Cyclone Sizzler" promotion for players who try the Hot Lotto® Sizzler. Prize packages include four tickets to all college basketball tournament games in Kansas City, Mo., hotel accommodations, a $250 travel allowance and $500 cash (the men's trip package is valued at $2,850; women's trip package is valued at more than $1,900).

Jan. 11, 2008 - The first drawing in "Midwest Millions" scratch ticket is held in Kansas. Ralph Kuwamoto, a railroad worker who bought a "Midwest Millions" scratch ticket while working in southwest Iowa, won a top prize of $500,000.

March 11, 2008 - Gov. Chet Culver signs a new law that authorizes the Iowa Lottery to create two new scratch games and two additional pull-tab games each year, with all proceeds from the games dedicated to the Iowa Veterans Trust Fund.

March 15, 2008 - The lottery now requires all Iowa retailers to have players sign their tickets before they can be validated and cashed. This applies to all Iowa Lottery tickets.

April 1, 2008 - The lottery brings back Power Play 10X for the month of April. The number five multiplier is replaced with a 10. If the 10X multiplier was drawn, players who had purchased the Power Play® on their tickets for that drawing had their prizes multiplied 10 times.

April 13, 2008 - Sales start in the lottery's first cash raffle game. "Iowa's Million Dollar Raffle" offered 112 prizes, including a top prize of $1 million. Only 120,000 tickets were sold and each one cost $20.

April 18, 2008 - Stephen Zabel of Conesville wins a top prize of $500,000 in the "Midwest Millions" drawing in Iowa.

May 23, 2008 - Lottery players can begin entering a second-chance promotion called "Set of Wheels" to win a 2008 Chevy® Tahoe® Hybrid with nonwinning "Set For Life" scratch tickets. Nancy Fear of Milford won the drawing, which was held on Aug. 7, 2008.

June 17, 2008 - Kimberly Edwards of Pleasant Hill wins the top prize of $1 million in "Iowa's Million Dollar Raffle."

July 18, 2008 - The lottery begins its "Fly With Cy Gameday Getaway" promotion. Players can enter nonwinning "Twister" scratch tickets for a chance at winning one of two prize packs of two tickets each to the Iowa State vs. UNLV football game on Sept. 20, 2008 at Sam Boyd Stadium in Las Vegas; plus round-trip airfare for two from Des Moines to Las Vegas, hotel accommodations for three nights, round-trip ground transportation to the game, $500 in spending cash and all state and federal withholding taxes paid by the Iowa Lottery. Pamela Shugar of Ankeny and Paul Sundell of Cedar Rapids were selected as the grand prize winners in the Sept. 6, 2008 drawing.

Kimberly Edwards of Pleasant Hill shows off the new "million-dollar" T-shirt she received when she claimed her $1 million prize in "Iowa's Million Dollar Raffle."

Aug. 24, 2008 - The lottery begins its "Super Sampler" promotion. Players can get three Powerball® plays with Power Play® and three Hot Lotto® Sizzler plays, a $12 value, for just $10.

Sept. 15, 2008 - The Iowa and Kansas lotteries release a second "Midwest Millions" scratch ticket with a $50,000 top prize and two second-chance drawings to be held in Topeka, Kan. on Jan. 9, 2009, and Des Moines on April 17, 2009.

Oct. 30, 2008 - In its first quarter since Gov. Chet Culver signed a new law authorizing the lottery to create two new scratch games and two additional pull-tab games with proceeds dedicated to the Iowa Veterans Trust Fund, the lottery transfers $992,772.81 to the Fund. The money was raised from the sale of lottery tickets from July through September 2008.

2009

Jan. 4, 2009 - Florida begins selling Powerball® tickets and several changes are made to the game, including: the starting jackpot increases from $15 million to $20 million; the number of white balls increase to 59 and the number of Powerballs is reduced to 39. The prize for matching the first five numbers with the Power Play® option becomes $1 million. This is the fifth redesign of Powerball since it began in 1992.

Jan. 9, 2009 - Sandra Vines of Wichita, Kan., is selected as a top-prize winner of $500,000 in the "Midwest Millions" drawing conducted by lottery officials at Kansas Lottery headquarters in Topeka, Kan. Five winners of $10,000 prizes, three of whom are Iowans, also are selected in the drawing.

Feb. 1, 2009 - The lottery begins offering its "Cash Blast" promotion. Players who have nonwinning Hot Lotto® with Sizzler tickets worth $4 or more can enter to win the top prize of $100,000 or one of 40 $500 prizes.

March 29, 2009 - The lottery brings back its "Super Sampler" promotion, offering players $3 in Powerball® plays with the $3 Power Play® and $3 in Hot Lotto® plays with the $3 Sizzler, a $12 value, for $10.

April 17, 2009 - Adam Sorell of Shawnee, Kan., is selected as a top-prize winner of $500,000 in the "Midwest Millions" drawing conducted by lottery officials in West Des Moines. Five winners of $10,000 prizes, three of whom are Iowans, also are selected in the drawing.

May 2, 2009 - The lottery begins its "Keep Your Powerball® Ticket Handy" promotion. Players can use nonwinning Powerball tickets on the lottery's website after every Powerball drawing beginning May 2 through June to download coupons for discounts at Iowa vacation destinations.

May 3, 2009 - The lottery begins its "Big Beepin' Deal" promotion. Players who purchase five Powerball® plays with the Power Play® (a $10 value) and hear the BEEP-BEEP from the terminal, instantly win $20. One $20 prize is awarded to every 20th qualifying Powerball with Power Play purchase statewide in Iowa. Qualifying purchases are counted sequentially from all authorized Iowa Lottery retailers.

June 24, 2009 - The lottery begins its "Win Big or Go Home!" promotion. Players can mail in three nonwinning "Win Big or Go Home!" scratch tickets for a chance to win four tickets to see a professional baseball game in Chicago on Sept. 12, 2009 and $1,000 spending money.

June 28, 2009 - Players can enter nonwinning $10 Powerball® with Power Play® tickets purchased between June 28 and Aug. 22, 2009 for a chance to win the lottery's red Powerball Patrol Car.

July 13, 2009 - Sales begin in "The Freedom Rock™" an instant-scratch game that featured an Iowa landmark on its tickets. The Freedom Rock® is a large boulder near Greenfield that is painted each year by Ray "Bubba" Sorenson II as a tribute to our nation's veterans. Proceeds from the sale of tickets in the game benefitted the Iowa Veterans Trust Fund.

Aug. 12, 2009 - The lottery begins its "Rock the Stadium™" promotion. Players can mail in nonwinning tickets in "The Freedom Rock™" scratch game for a chance to win season tickets to the 2010 Iowa State University football season. On Sept. 26, 2009, Joseph "Howard" Cox of Grimes was selected as the winner in the promotion.

Joseph "Howard" Cox of Grimes and his wife Barb, center, relax after his name was drawn Sept. 26, 2009, as the winner in the Rock the Stadium™ promotion. Cox is shown here with Lottery Vice President of External Relations Mary Neubauer, left, and The Freedom Rock® artist Ray "Bubba" Sorensen II, right.

Sept. 14, 2009 - The newest version of the "Midwest Millions" scratch game debuts. Three versions of the ticket are released. Players are able to enter nonwinning tickets in the game for a chance to win the top prize of $500,000 or one of five prizes of $10,000.

Oct. 12, 2009 - A group of 10 coworkers from a Des Moines tire-manufacturing plant stepped forward to claim a $1 million Powerball® prize. The group called themselves the "Local 310 Ten" because they were all members of Local 310 of the United Steelworkers Union.

Oct. 19, 2009 - The "You're a winner! Woo-hoo!" sound effect is added to Iowa Lottery terminals. The sound plays when the retailer scans a winning Iowa Lottery ticket. The sound effect was added as a security procedure meant to benefit players and was recorded by Iowa Lottery CEO Terry Rich.

Nov. 1, 2009 - Powerball® drawings begin live streaming on the Internet at www.Powerball.com.

Nov. 2, 2009 - The lottery begins its "Tech the Halls" holiday promotion. Players entered nonwinning holiday scratch tickets via the lottery's website for a chance to win new Sony® electronics prizes or cash. The promotion offered a different prize for each denomination of holiday scratch ticket.

Nov. 16, 2009 - The lottery releases its "Sherlock Holmes®" scratch ticket, based on the Warner Brothers® box office movie.

2010

Jan. 5, 2010 - The drawing for prizes in the "Tech the Halls" promotion is held. The lottery received more than 405,000 entries in the promotion, the most entries the lottery had ever received in a single web-based promotion since it began offering them in November 2001.

Jan. 15, 2010 - Kim Hertel from Washington wins the top prize of $500,000 in the "Midwest Millions" drawing. Five winners of $10,000 prizes also were selected in the drawing.

Jan. 17, 2010 - The lottery begins its "Pot 'O Gold" raffle with a maximum 120,000 $20 raffle tickets available for a chance at up to an estimated $1 million prize. Raffle players also had a chance to win other prizes estimated at $100,000 and $1,000.

Jan. 31, 2010 - Mega Millions® sales begin in Iowa. States that sold only Mega Millions also began the cross-sale of Powerball® tickets. An agreement among U.S. lottery directors to allow cross-selling of the games was reached in October 2009 after several studies and feedback from lottery players across the United States.

March 1, 2010 - The lottery converts its Iowa Lottery VIP Club™ and all the VIP Club publications to an electronic-only format. Players now receive a monthly free-play coupon as opposed to an annual birthday coupon.

March 28, 2010 - The lottery begins its "Lotto 12-Pack" promotion. The promotion offers players Powerball® with Power Play®, Hot Lotto® with Sizzler and Mega Millions® with Megaplier® tickets (a $12 value) for $10.

March 29, 2010 - The lottery partners with Prairie Meadows Racetrack and Casino in Altoona to begin its "Racing to Riches" promotion. Players can enter nonwinning tickets in the "Racing to Riches" scratch game for a chance to win one of three trips to premier racing events around the country.

April 1, 2010 -The lottery supports the 2010 Census by displaying the message "Fill It Out! Mail It In! Census 2010" on the top of lotto tickets for a week each month in April, May and June, 2010.

April 16, 2010 - Greg Barnhart of Chanute, Kan., is selected as the top-prize winner of $500,000 in the "Midwest Millions" drawing conducted by lottery officials live on the air with "Van & Bonnie In The Morning" at WHO Radio in Des Moines. Five winners of $10,000 prizes also are selected in the drawing.

April 19, 2010 - The lottery releases its 25th anniversary scratch game, "The Silver Ticket." Players could use

nonwinning tickets in The Silver Ticket game to get savings at Iowa businesses and attractions, dubbed "Silver Ticket Cash Stops" for the summer, or enter them at select Iowa events for a chance to win a cash prize.

April 20, 2010 - Robert Boehm from Denison wins Iowa's first $1 million Mega Millions® prize.

April 26, 2010 - Richard Koenigsfeld from Marble Rock wins the first top prize of $1 million playing the "Lifetime Riches" scratch game. Koenigsfeld's touching story of winning after his wife's death received national attention.

May 1, 2010 - The "Power Play 10X" Powerball® promotion returns for the month of May. The number five multiplier is replaced with a 10. If the 10X multiplier was drawn, players who have purchased the Power Play® on their tickets for that drawing had their prizes multiplied 10 times.

July 1, 2010 - The lottery's EXTREMA® lotto terminals are programmed to sell advance Iowa State Fair tickets from July 1 through Aug. 11, 2010, for the first time.

Aug. 22, 2010 - The lottery has its final "Silver Ticket Cash Stop" drawing, giving away 25 prizes of $500 on the last day of the Iowa State Fair.

Sept. 14, 2010 - A redesign to the Mega Millions® game makes it easier for players to become millionaires. Now when players match five white balls but miss the Mega Ball and have purchased the Megaplier®, they will win $1 million rather than multiplying the prize by two, three or four times.

Sept. 25, 2010 - During the UNI-Iowa State football game in Ames, the lottery presented Todd Jacobus of the Iowa Commission on Veterans Affairs with a ceremonial check for $5.9 million. The check represented the total proceeds the lottery had raised for the Iowa Veterans Trust Fund since games to benefit Iowa veterans and their families began in 2008.

Oct. 4, 2010 - The lottery brings back its popular "Tech the Halls" holiday promotion for another year. Players could enter nonwinning holiday scratch tickets via the lottery's website for a chance to win new Sony® electronics or cash prizes. When the winners were announced on Jan. 21, 2011, this year's version of Tech the Halls set a new lottery record for the number of entries in a web-based promotion with more than 844,000 entries.

Dec. 29, 2010 - A lottery ticket sold at Quik Trip, 4801 NE 14th St. in Des Moines, won the $16.5 million Hot Lotto® jackpot.

2011

Feb. 14, 2011 - The Iowa Lottery becomes the first lottery in the U.S. to offer a scratch ticket based on a Broadway hit musical. "Rock of Ages," a $2 ticket, features artwork from the Broadway musical, "Rock of Ages." The Iowa Lottery teamed up with the Tony®-nominated show and the Civic Center of Greater Des Moines to bring the promotion and ticket to lottery fans.

May 2, 2011 - The lottery upgrades its machines that print and cash lottery tickets and the look of lotto tickets themselves. The terminals that print and cash tickets are replaced with new, smaller terminals; self-checkers that lottery players can use to check their own tickets are placed in retail outlets, along with lighted signs that automatically update the latest big jackpot amounts in Powerball® and Mega Millions®. Extensive planning and programming is put into this effort, and the process takes place over a span of several months.

May 16, 2011 - The Iowa Lottery launches its updated player loyalty program, the VIP Club. In conjunction with the launch of the updated program, the lottery launches the "Play It Again®" promotion. Players were invited to enter any eligible non-winning scratch ticket for a chance to win one of several cash prizes.

Larry Dawson of Webster City claims a $9.1 million Hot Lotto® jackpot prize.

May 23, 2011 - Larry Dawson of Webster City claims the $9.1 million Hot Lotto® jackpot from the May 7, 2011 drawing. This jackpot pushes the Iowa Lottery to the top of the pile for number of Hot Lotto jackpots won in the state.

July 12, 2011 - The Iowa Lottery launches its "Points For Prizes™" program for VIP Club members. In the program, VIP Club members could enter eligible nonwinning scratch tickets to earn points for use in the lottery's Points For Prizes™ online store.

Sept. 26, 2011 - Ten holiday scratch tickets become available at the retail level for players during the holiday season, the most the lottery had ever offered to date.

Sept. 26, 2011 - The lottery launches the third version of its tech-based holiday promotion, "Tech the Halls." This year, it is renamed "Super Tech," and given a few twists. Super Tech offers more than 250 prizes of Sony® electronics, including six super prize packages worth more than $4,900 each. Players could enter nonwinning scratch tickets in the lottery's 10 holiday scratch games via their VIP Club accounts through Jan. 23, 2012.

Sept. 29, 2011 - The lottery launches a free app, LotteryPlus, on iTunes® that players can install on their Apple® devices to keep up with the latest lottery news, including winning numbers, ticket-checking, promotions and more.

Nov. 7, 2011 - For the third time in one year, an Iowan wins a Hot Lotto® jackpot, this time a prize of $7.54 million. Wally Markham of Waterloo claimed this jackpot on Nov. 9, 2011. He bought his winning ticket at a convenience store in Waterloo.

Dec. 29, 2011 - The winning ticket for the $16.5 million Hot Lotto® jackpot won in 2010 in Des Moines is turned in with just one hour and 50 minutes to spare before its expiration. The lottery investigates to determine if the winning ticket was legally purchased, legally possessed and legally presented.

2012

Jan. 15, 2012 - The $2 Powerball® game debuts. Tickets now cost $2 a play and the starting jackpots have doubled to $40 million.

Jan. 23, 2012 - Iowa Lottery officials put a deadline of 3 p.m. Jan. 27, 2012, for Crawford Shaw of Bedford, N.Y., to release the information the lottery seeks to determine that the Hot Lotto® ticket presented on Dec. 29, 2011, was legally purchased, legally possessed and legally presented. If the information is not shared, the lottery will deny payment of the prize.

Jan. 26, 2012 - Crawford Shaw withdraws the claim to the $16.5 million Hot Lotto® prize.

Feb. 24, 2012 - The Iowa Lottery announces its plans for a summer promotion to give away prize money from two big jackpots that went unclaimed in 2011. The first was the $16.5 million Hot Lotto® jackpot won in Des Moines for which the claim was withdrawn; the second was a $77 million Powerball® jackpot that went unclaimed in Georgia.

March 2012 - The lottery holds its "Warehouse Dash" promotion. Six teams of two are awarded the chance to travel to the lottery's Points For Prizes™ warehouse in Chicago to participate in a 90-second dash through the prize warehouse to grab as much top-brand merchandise as possible.

March 30, 2012 - The Mega Millions® jackpot hits a then world-record amount, set at an estimated $656 million annuity. Three tickets sold in Illinois, Kansas and Maryland matched all six numbers to win a share of the jackpot. This remains the largest Mega Millions® jackpot to date, but was surpassed in January 2016 for the world-record amount by a nearly $1.6 billion Powerball® jackpot.

May 18, 2012 - The lottery's "Great State Tailgate" campaign is recognized by the Iowa Chapter of the American Marketing Association with the Best of Category award for an integrated marketing campaign. The lottery's "Rock of Ages" initiative wins third place in that same category, which recognizes campaigns with a complete strategy utilizing at least three types of marketing tactics.

May 31, 2012 - The Iowa Lottery Board approves proposals for advertising and ticket printing. The creative advertising and media services contract goes to Strategic America in West Des Moines. The lottery received bids from three companies in response to its request for proposals for scratch-ticket printing. The evaluation team recommended proposals from all three companies; those are: GTECH Printing Corp. in Lakeland, Fla.; Pollard Banknote Limited in Winnipeg, Canada; and Scientific Games International Inc. in Alpharetta, Ga.

June 13, 2012 - The $241 million Powerball® jackpot is won in Iowa. Twenty co-workers from the shipping division of the Quaker Oats plant in Cedar Rapids claim the prize on June 20. To date, this is the largest lottery prize won in Iowa history.

Twenty co-workers from the shipping division of the Quaker Oats plant in Cedar Rapids claim the $241 million Powerball® jackpot from the June 13, 2012 drawing.

July 31, 2012 - The lottery reports that fiscal year 2012 was a unique year that led to record lottery returns. Annual lottery sales totaled $310.9 million, the third year in a row that the lottery has achieved record combined sales from its core products. Prizes to players totaled $182.4 million, also a record.

Aug. 19, 2012 - Dean Stuhr of Des Moines won $1 million, two other Iowans won $100,000 prizes and 12 more claimed prizes of $25,000 or $50,000 in the Iowa Lottery's "Mystery Millionaire" live finale event at the Iowa State Fair. The Mystery Millionaire promotion was planned to give away prize money from two big jackpots that went unclaimed in late 2011. Iowa Lottery players entered more than 197,000 tickets during the promotion entry period in July 2012.

Sept. 26, 2012 - The $202.1 million Powerball® jackpot is won in Iowa. This marks the second time in a little more than three months that a Powerball jackpot is won in Iowa. Mary and Brian Lohse of Bondurant claimed the prize on Oct. 4, 2012, becoming the second-biggest lottery winners in Iowa history.

Mary and Brian Lohse of Bondurant claim the $202.1 million Powerball® jackpot from the Sept. 26, 2012 drawing.

Oct. 3, 2012 - Record entries in its holiday promotions over the past three years and player requests for more second chances to win lead the Iowa Lottery to extend its annual holiday campaign to a span of three months with three drawings offering 150 prizes, including gift cards, home entertainment packages and trips to Las Vegas. Members of the lottery's VIP Club made nearly 8.3 million entries in the 2012 campaign dubbed "Winter of Winners."

Nov. 28, 2012 - Iowa Lottery players bought more than $4.9 million in Powerball® tickets, setting a then single-day sales record for any lotto game in Iowa. (This sales record would stand until the Powerball® world-record jackpot event in January 2016). Interest in Powerball® was high because of the $587.5 million Powerball jackpot drawing on this day, which was a record at the time for the game. There were two jackpot winners in that drawing - one in Arizona, and one in Missouri.

2013

Jan. 14, 2013 - The Iowa Lottery's first ever "Game Book" hit the streets to an extremely strong debut. The $20 instant-scratch ticket featured eight games spread across six pages and had prizes ranging from $20 up to $100,000. The lottery ordered what would have been a two-year supply of tickets in a $20 game and they sold out in four months. Game Book set numerous sales records for an Iowa Lottery product and its performance helped

push scratch-game sales and overall lottery sales to record levels for the 2013 fiscal year.

February 2013 - The lottery set a new monthly instant-scratch games sales record of $20.3 million, eclipsing the previous mark of $18 million in March 2012. “Game Book” accounted for 25 percent of total scratch ticket sales in February.

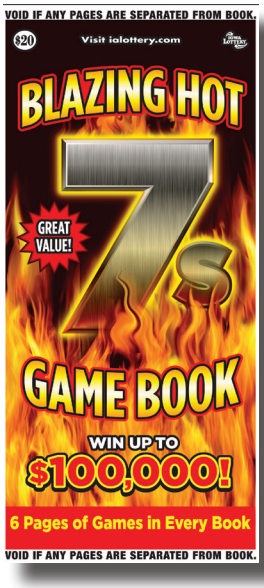
March 5, 2013 - The lottery partnered with Iowa Department of Natural Resources and Iowa Tourism Office in a new initiative that offered travel getaways in Iowa. The “Destination Iowa” promotion offered $300 gift cards to five vacation spots across the state: Honey Creek Resort State Park on Rathbun Lake; Cafe Dodici and Dodici Night Suite in Washington; the Frank Lloyd Wright-designed Historic Park Inn Hotel in Mason City; King’s Pointe Waterpark Resort in Storm Lake; and Harrah’s Council Bluffs Casino and Hotel. The promotion was tied to the lottery’s $5 “Bass Pro Shops®” instant-scratch game that went on sale at the same time. Players entered nonwinning Bass Pro Shops® tickets on the lottery’s website for a chance to win. Iowa Lottery players made more than 116,000 entries in the promotion from March 6 through April 29, 2013. The drawings were held May 1, 2013.

March 25, 2013 - Michael Lally of Barnes City became Iowa’s first $2 million Powerball® winner in the $2 Powerball game. Lally matched all five white balls to win a $1 million prize in the drawing on March 23, 2013. His prize multiplied to $2 million because he purchased the Power Play® option for an additional $1.

Michael Lally of Barnes City claims Iowa’s first $2 million Powerball® prize on March 25, 2013.

April 15, 2013 - The lottery announced changes to its players club. The Iowa Lottery VIP Club™ would be revamped July 1, 2013 to focus on additional cash prizes and more drawings as requested by its players. The lottery launched the “Cash Blowout” promotion in conjunction with the announcement of changes to the club. Members of the lottery’s VIP Club could use points in their club accounts to enter the Cash Blowout drawings for a chance to win cash prizes from $100 to $20,000. The drawings for the 12 cash prizes were held July 2, 2013.

May 12, 2013 - The Hot Lotto® game is redesigned. The revamped game offers a cash-only jackpot with state and federal withholding taxes paid. The new version of the game also includes changes to the game matrix and increased payouts at several prize levels. Hot Lotto plays still cost $1, and the Sizzler™ option, which triples non-jackpot prizes, still costs an extra $1 per play.



June 17, 2013 - The lottery released its second game book product, “Blazing Hot 7s Game Book.” The instant-scratch game featured seven games in each six-page booklet. Sales of Blazing Hot 7s Game Book were moved up due to the record success of the lottery’s first game book product, “Game Book,” which debuted Jan. 14, 2013 and sold out in four months.

June 26, 2013 - Don Johnson of Decorah claims a $2 million Powerball® prize from the drawing on June 22, 2013. Johnson was the second player to claim a $2 million Powerball prize in 2013, and was one of three Iowa Lottery players to claim a prize of at least $1 million in 2013.

June 30, 2013 - The Iowa Lottery’s fiscal year 2013 concludes with overall sales, proceeds to state causes and prizes to players each setting records. Annual lottery sales from lotto, instant-scratch and pull-tab games totaled a record $339.3 million. The lottery generated a record $84.9 million in proceeds for the year, the highest annual total since the lottery’s start in 1985. Prizes to lottery players in FY 2013 were $200.8 million, the first time that Iowa Lottery prizes to players had topped $200 million. Because of record sales, the lottery was able to pay off revenue bonds for ticket-vending machines and its headquarters building six years early.

July 15, 2013 - The Iowa Lottery launched its “Summercash” promotion. The promotion offered 40 cash prizes totaling $250,000. Players entered the promotion on the lottery’s website with nonwinning tickets from six different instant-scratch games. The drawings were held on Sept. 18, 2013.

Aug. 2, 2013 - The lottery starts producing short instructional “How to Play” videos for its players about how to

play lotto games in Iowa. The first video featured Hot Lotto®. Similar videos featuring Mega Millions®, All or Nothing™, Powerball®, Pick 3 and Pick 4 and Play 'Em All special feature were posted to the lottery's website every couple of months or as new lottery games and products are introduced to the marketplace.

Aug. 26, 2013 - The lottery debuts a "Tail Gator" promotion in conjunction with a new $1 instant-scratch ticket of the same name. The promotion offered premium college football packages to a Nov. 23, 2013 game at either The University of Iowa, Iowa State University or The University of Northern Iowa. Iowa Lottery VIP Club™ members entered nonwinning Tail Gator scratch tickets on the lottery's website for a chance to win a prize package of their choice. The drawings for nine prize winners was held Nov. 6, 2013.

Oct. 2, 2013 - "Gifts Galore," the lottery's annual holiday promotion debuts. The holiday promotion is the lottery's biggest ever - offering a total of 310 prizes of cash and electronics valued at more than $240,000. Iowa Lottery players could enter the promotion on the lottery's website using nonwinning tickets from nine holiday-themed instant-scratch games. The promotion's drawings were held on Jan. 15, 2014.

Oct. 3, 2013 - The Iowa Lottery's "Game Book" is named the 2013 best new instant-scratch game by the North American Association of State and Provincial Lotteries, an industry group that represents lotteries in the United States, Canada and Mexico. The Game Book is the third Iowa Lottery product to win a top industry award for innovation, joining "Quarter-Play," which won product of the year awards in 2005, and "Lucky 7s" which was chosen as the 2006 lottery product of the year.

Oct. 22, 2013 - The Mega Millions® game is enhanced. The revamped game now offers a starting jackpot of $15 million, faster growing jackpots, a $1 million second prize and better overall odds of winning any prize. There also are changes to the game's matrix and prize structure. Mega Millions® plays still cost $1, and the Megaplier® option, which multiplies non-jackpot prizes by a factor of 2, 3, 4, or five, still costs an extra $1 per play.

Sept. 23, 2013 - The Iowa Lottery debuts its first multi-state raffle game. Tickets in the $10 "Halloween Millions Raffle" game were sold from Sept. 23 to Oct. 31, 2013, in Iowa and six other states. The game's drawing was held Nov. 1, 2013 and three top prizes of $1 million were awarded, one each in Michigan, New Jersey and Ohio. If a participating state did not have a $1 million winner, a $50,000 prize was awarded in a separate drawing to someone who bought a ticket in that state. Bob Schissel of Milan, Ill., was the $50,000 winner in Iowa.

Nov. 8, 2013 - The Iowa Lottery's "Pro Football Hall of Fame" promotion debuts. It's the lottery's first-ever VIP Club lotto game promotion. Pro Football Hall of Fame allowed Iowa Lottery players to enter codes from eligible Powerball® tickets online through the lottery's free VIP Club for a chance to win one of six trips to meet Pro Football Hall of Famers during an exclusive tailgate party May 2014 in Ohio. Eighteen other states participated in the promotion, which ran through noon Feb. 10, 2014. The Iowa Lottery drawing for six winners was held on Feb. 11, 2014.

Dec. 30, 2013 - The Iowa Lottery announced plans to end Iowa's $100,000 Cash Game. The game, which has been played exclusively in Iowa since Jan. 26, 1992, had its final drawing on Jan. 25, 2014.

2014

Jan. 6, 2014 - The Iowa Lottery debuts its "Veterans Victory Motorcycle" promotion during a public announcement inside Capitol Square in downtown Des Moines. A one-of-a-kind motorcycle custom painted by Iowa artist Ray "Bubba" Sorensen II was the prize in this Play It Again® promotion that ran through March 26, 2014. The drawing for the 2013 Victory Motorcycle®, valued at an estimated $31,000, was held on March 27, 2014. Tracy Schultz of Peterson won the drawing.

Jan. 22, 2014 - The Power Play® random multiplier feature returns to Powerball®. Power Play® is a feature that can be added to a player's Powerball® ticket for an additional $1 per play for the chance to increase winnings at

some prize levels. The Power Play® prizes for all prizes except the Match 5 prizes and the jackpot were determined by a random multiplier of 2X, 3X, 4X or 5X. All other features of the game, including the $2 ticket price remain the same.

Jan. 24, 2014 - The Iowa Lottery and the Minnesota State Lottery announce details of a new lotto game, All or Nothing™, during an event at a supermarket in Rochester, Minn. All or Nothing is a joint game being offered in both states, with two drawings per day, seven days a week. Players choose 12 numbers from a pool of 24. This game has an hourglass prize structure offering 10 ways to win, with the $100,000 top prize at the two extremes - for matching all or nothing - and smaller prizes working in from there. The game's first midday and evening drawings were held Jan. 28, 2014 in both states.

Jan. 29, 2014 - The Iowa Lottery Board votes unanimously during its meeting in Des Moines to approve the lottery's purchase of a commercial property at 13001 University Ave. in Clive to serve as the lottery's new headquarters. The lottery would move its headquarters to this location Dec. 29-31, 2014.

March 17, 2014 - The first $100,000 top prize is won in the new joint Iowa and Minnesota lotto game All or Nothing™. In the March 17 evening drawing, a ticket sold in Minnesota matched no numbers to win the first top prize in the new game.

April 4, 2014 - The lottery partnered with the Iowa Tourism Office for a new game and promotion featuring expert collectibles picker and television personality Mike Wolfe. The "Mike's Picks" instant-scratch game with cash prizes of up to $50,000 and a promotion by the same name offering trip packages and Iowa products as prizes debuts. Iowa Lottery players entered their nonwinning tickets from the game into the Mike's Picks promotion for a chance to win a trip to Nashville, Tenn. or LeClaire and products from Iowa companies. Iowa Lottery players made nearly 57,000 entries in the promotion. Seven Iowa Lottery players won trip packages and 12 others won an assortment of products from Iowa companies in the promotion's drawings, which were held July 1, 2014.

April 16, 2014 - The Iowa Lottery implements new drawing procedures in its Pick 3 and Pick 4 games, providing results that are unique to Iowa for the first time since the games' introduction. In the years since Pick 3 was introduced in 1998 and Pick 4 was added in 2003, the Iowa Lottery had shared drawing results in those games with the Illinois Lottery.

May 2-3, 2014 - Six lottery players from across the state met pro football greats as winners in the Iowa Lottery's "Hall of Fame" Powerball® promotion. Lottery officials conducted the Hall of Fame promotion drawing on Feb. 11, 2014, selecting the winners of six trip packages, each for four people, to the Pro Football Hall of Fame's 50th Anniversary Fan Festival in Cleveland, Ohio. The winners were: Joe Grochala of Des Moines; Carrie Haigh of Des Moines; Dennis Jantzen of Mount Pleasant; Ed Matney of Sioux City; Bethene Miller of Le Mars; and Lacy Pond of Villisca. Each winner also received a $1,000 prize as part of a winners-only prize event during the festival. Iowa Lottery players made more than 38,000 entries in the promotion, which ran from Nov. 8, 2013, through Feb. 10, 2014.

May 5, 2014 - The Iowa Lottery sees its first $100,000 winner in the new All or Nothing™ lotto game. In the May 5 midday All or Nothing™ drawing, a ticket sold at a supermarket in Clive, matched all 12 numbers drawn to win the top prize in the lotto game that debuted in January 2014. Jimmy Cheng of Urbandale claimed the ticket on May 12, 2014. All or Nothing™ is played in both Iowa and Minnesota. Minnesota had the game's first $100,000 top prize winner on March 17, 2014.

July 7, 2014 - The Iowa Lottery launches its "Sun Time Fun Time" promotion. The promotion offered players the chance to win boats, camping gear and cash prizes valued at more than $50,000. Players entered the promotion on the lottery's website with nonwinning tickets from four different instant-scratch games: "5X," "10X," "15X" and "20X." The drawings for the promotion's 13 winners were held on Sept. 2, 2014.

July 29, 2014 - The Iowa Lottery's fiscal year 2014 concludes with annual sales, proceeds to state causes and prizes to players each ranking among the Top 4 in the lottery's 29-year history. Annual lottery sales from lotto, instant-scratch and pull-tab games totaled more than $314 million, marking the third year in a row that the total has topped the $300 million mark. Proceeds to state causes totaled nearly $74 million, the fourth-highest amount for the lottery since its start in 1985. Prizes to players totaled $186.9 million in FY 14, the second-highest total in the lottery's history.

Aug. 7, 2014 - The Iowa Lottery was the opening-day sponsor of the 2014 Iowa State Fair. The lottery handed out coupons for free plays to fair-goers at four of the Fair's main admission gates and held contests to give away concert tickets.

Duane Hanson of Osage claims a $2 million Powerball® prize from the Aug. 27, 2014 drawing.

Aug. 28, 2014 - Duane Hanson of Osage claims a $2 million Powerball® prize from the drawing on Aug. 27, 2014. Hanson was one of five Iowa Lottery players to claim a prize of at least $1 million in 2014.

Oct. 6, 2014 - The Iowa Lottery launched its annual holiday promotion, dubbed "12 Weeks of WinnerTime." The promotion offered players the chance to win weekly $1,000 cash prizes. The number of cash prizes offered increased each week of the 12-week promotion, from one winner during the first week of the promotion, to 12 winners during the last week of the promotion. Players entered the weekly drawings on the lottery's website with nonwinning tickets from 10 different holiday instant-scratch games. The drawings for the promotion's winners were held weekly. Seventy-eight players were awarded $1,000 throughout the promotion.

Oct. 9, 2014 - Iowa Lottery CEO Terry Rich is selected by his peers to lead the North American Association of State and Provincial Lotteries (NASPL) as its president for 2014-2015.

Oct. 19, 2014 - MONOPOLY MILLIONAIRES' CLUB™ sales begin in Iowa. This $5 national lotto game offered players three ways to become a millionaire on one ticket: by winning the game's Top Prize in a weekly drawing; by winning one of many $1 million Millionaires' Club prizes awarded in a second drawing when someone wins the Top Prize; and an opportunity to win $1 million as a TV game show contestant via a Web code drawing.

Oct. 31, 2014 - For the first time in the Iowa Lottery's 29-year history, a ticket wins $100,000 for not matching a single number in one of its drawings. In the All or Nothing™ midday drawing on Oct. 31, a ticket sold at a gas station in Iowa City did not match a single number and won the game's $100,000 top prize. Paul Jagnow of Iowa City claimed this ticket on Nov. 3, 2014.

Paul Jagnow of Iowa City wins a $100,000 prize for not matching a single number in the All or Nothing midday drawing on Oct. 31, 2014.

Dec. 2, 2014 - Eight lucky Iowa Lottery players won trip packages to Las Vegas in January 2015 for the chance to appear on the MONOPOLY MILLIONAIRES' CLUB™ lottery television game show. The players were selected in a drawing by the Iowa Lottery after submitting their MONOPOLY MILLIONAIRES' CLUB lottery game tickets at www.playmmc.com.

Dec. 15, 2014 - Lotteries nationwide announce that sales in the MONOPOLY MILLIONAIRES' CLUB™ lottery game will be suspended indefinitely following the Dec. 26, 2014, drawing. Sales in the game came in below industry projections, leading the Texas Lottery Commission to suspend sales of the game in that state following the Dec. 12, 2014, drawing. Three days later, lotteries participating in the game then made the decision to end all sales in its current format on Dec. 26, 2014.

Dec. 29-31, 2014 - The Iowa Lottery moves its headquarters from 2323 Grand Ave. in Des Moines to 13001 University Ave. in Clive. The lottery's Clive location opened for business at noon Dec. 31, 2014.

2015

Jan. 13, 2015 - Eight more lucky Iowa Lottery players won trip packages to Las Vegas in February 2015 for the chance to appear on the MONOPOLY MILLIONAIRES' CLUB™ lottery television game show. The players were selected in a second round of drawings by the Iowa Lottery after submitting their MONOPOLY MILLIONAIRES' CLUB lottery game tickets at www.playmmc.com.

Jan. 15, 2015 - The Iowa Division of Criminal Investigation announces that charges have been filed in the case of the Hot Lotto® jackpot won in December 2010 in Des Moines. Eddie Tipton, the former security director for the Multi-State Lottery Associaion was charged with two counts of fraud, which are Class D Felonies.

Feb. 9, 2015 - The Iowa Lottery launches its "Win With Friends" promotion. The promotion offered players the chance to win a $2,500 prize for themselves, and $500 prizes for five of their friends. Players entered the drawing through March 30, 2015, on the lottery's website with nonwinning tickets from four different "Did I Win?" scratch games. The drawings to determine the promotion's winners were held March 31, 2015. Fifteen players won $2,500 prizes in the promotion and a total of 75 prizes of $500 were awarded to those winners' designated friends.

Feb. 12, 2015 - Iowa Lottery players bought nearly $4.7 million in Powerball® tickets for the Feb. 11 jackpot drawing. Strong sales nationwide pushed that jackpot to $564.1 million annuity, or $381.1 million cash option. The monster jackpot, which at the time was the third-largest prize in Powerball history, was split by three tickets purchased in North Carolina, Texas and Puerto Rico.

April 2015 - The lottery begins offering "pop-up" contests to members of its VIP Club. These random monthly contests offer prizes such as concert tickets, tickets to sporting events, cash or lottery tickets. VIP Club members enter these contests by clicking on an "Enter" button that appears in a special contest email.

May 4, 2015 - The Iowa Lottery debuts on Pinterest and Instagram as part of its 30th anniversary celebration.

May 4, 2015 - Iowa Lottery celebrates its 30th anniversary with a new scratch ticket and promotion, both called "30 Somethings." In a nod to today's emphasis on "green" products, tickets in the 30 Somethings game were printed on paper stock made from 60 percent recycled fibers (35 percent post-consumer). The tickets resembled brown sack paper traditionally used for things like grocery bags or lunch sacks. Nonwinning tickets in the 30 Somethings game could be entered in a Play It Again® promotion that offered 91 prizes, including a grand prize of $30,000. There were promotion winners every 30 days between May 4 and July 30, 2015, and the promotion concluded with a grand-prize drawing on Aug. 3, 2015.

July 2015 - The lottery rolls out a refreshed tag line to remind players to sign all lottery tickets before having them checked or cashed. The new tag line, "Sign It...Make It Yours!" replaces the "Sign It. It's Yours." message the lottery had been using since March 2008.

July 1, 2015 - The lottery's proposal to stabilize proceeds to the Iowa Veterans Trust Fund became law. The new code language, which took effect July 1, 2015, changed the method by which the lottery raises money for the IVTF. Previously, the proceeds from the sale of two scratch games and two pull-tab games each year were dedicated to the IVTF. As of July 1, 2015, the lottery will dedicate $2.5 million in lottery proceeds to the cause each year. A portion of proceeds from the sale of all lottery games will now be dedicated to the IVTF.

IOWA VETERANS TRUST FUND

July 20, 2015 - A Polk County jury finds Eddie Tipton, former security director for the Multi-State Lottery Associaion, guilty of two counts of fraud for his involvement in the 2010 unclaimed Hot Lotto® jackpot case.

July 30, 2015 - The Iowa Lottery's fiscal year 2015 concludes with an-

nual sales, proceeds to state causes and prizes to players each ranking among the Top 4 in the lottery's 30-year history. Annual lottery sales from lotto, instant-scratch and pull-tab games totaled nearly $325 million, marking the fourth year in a row that the total has topped the $300 million mark. Proceeds to state causes totaled $74.5 million, the fourth-highest amount for the lottery since its start in 1985. Prizes to players totaled $197 million in FY 15, the second-highest total in the lottery's history, and nearly a $10 million increase from the previous year. Sales of instant-scratch tickets, the first product introduced by the lottery and always one of its top-selling items, set a yearly record at nearly $212 million.

Sept. 9, 2015 - A Polk County judge sentences Eddie Tipton, former security director for the Multi-State Lottery Associaion, to 10 years in prison for his involvement in the 2010 unclaimed Hot Lotto® jackpot case.

Oct. 4, 2015 - The Powerball® game is enhanced. The revamped game still costs $2 per play, but offers better overall odds of winning, bigger prizes at some levels in the game, and adds a 10X Power Play® multiplier feature when the jackpot is $150 million or less. The game's prize for matching four white balls and the Powerball is increased from $10,000 to $50,000. The Power Play® option, which still costs and extra $1, now includes 2X, 3X, 4X, 5X and 10X when the jackpot is $150 million or less, and only the first four multipliers when the jackpot is more than that.

Oct. 5, 2015 - The Iowa Lottery launches its annual holiday promotion, dubbed "Holiday Hoopla." Through Jan. 4, 2016, players had the chance to win weekly $500 cash prizes as well as a pair of tickets to one session of the men's college basketball tournament March 17 and 19, 2016 in Des Moines. The number of cash prizes offered increased with each drawing period of the 12-week promotion, from one winner in the first drawing to 12 winners during the last week of the promotion. Four pairs of basketball tournament tickets also are up for grabs during each drawing. Players entered the drawings on the lottery's website with nonwinning tickets from 11 different holiday instant-scratch games. Seventy-eight players won $500 in the promotion, and 48 players won a pair of college basketball tournament tickets.

Nov. 23, 2015 - Betty Downs of Burlington and Mike Hartman of Winfield both claim separate $1 million Mega Millions® prizes about an hour apart on the same day. Downs won her prize in the Nov. 10, 2015, drawing on a ticket she bought at River Mart, 2107 Agency St. in Burlington, while Hartman hit big with a ticket he bought for the Nov. 20, 2015 drawing at the Countreestore, 2455 120th St. in Winfield. Downs and Hartman were the fifth and sixth players, respectively, to claim $1 million prizes in 2015.

Mike Hartman of Winfield and Betty Downs of Burlington both claimed $1 million Mega Millions® prizes on Nov. 22, 2015.

Nov. 24, 2015 - Lucky clovers sprout at the Iowa Lottery. The clovers make up the Art in State Buildings project that is part of the lottery's purchase and renovation of its headquarters in Clive. The metal sculptures were proposed and developed by Des Moines artist TJ Moberg and Dennis Reynolds. The lottery art project includes 15 metal clovers ranging in size from 12 inches up to 5 feet in diameter. Moberg and Reynolds selected a variety of materials and finishes to bring additional depth of meaning to the project. For example, one of the clovers has five leaves that represent the five branches of the U.S. military and is printed with the logo for the Iowa Veterans Trust Fund, which receives a portion of lottery proceeds each year. One clover was cut out of the top of a school bus, complete with some of the lights from the bus. It represents education, one of the largest recipients of money from the state General Fund, which receives a portion of lottery proceeds each year. Another clover is made from a repurposed fan to represent recycling while another is made from pieces of a corn crib to represent Iowa's agricultural industry.

2016

Jan. 11, 2016 - Joel Dominguez of Sioux City claims a $1 million Powerball® prize from the Jan. 9, 2016, drawing.

Jan. 13, 2016 - Iowa Lottery players bought more than $12 million in Powerball® tickets for the Jan. 13 world-record jackpot drawing. Strong sales nationwide pushed that jackpot to nearly $1.6 billion annuity, or $983.5 million cash option. The world-record jackpot, which topped the previous U.S. record of $656 million in March 2012,

was split by three tickets purchased in California, Florida and Tennessee.

Jan. 14, 2016 - Bryon Stewart of Onawa claims a $2 million Powerball® prize from the Jan. 13, 2016, drawing.

Bryon Stewart of Onawa claims a $2 million Powerball® prize from the Jan. 13, 2016 drawing.

Jan. 16, 2016 - Fueled by strong Powerball® ticket sales, total lottery sales equaled nearly $19.5 million during the week of Jan. 10 through Jan. 16, 2016, which beat the lottery's previous record sales week of $13.1 million set in February 2006. Total lottery sales for the week of Jan. 3-9, 2016, equaled nearly $17.2 million, which currently ranks second all-time in lottery history.

Jan. 24, 2016 - Sales start in Iowa for a new lotto game, Lucky for Life®. Iowa becomes the 18th lottery to join the game, which offers drawings twice a week on Monday and Thursday evenings. Lucky for Life is a $2 game and offers 10 ways to win, including a top prize of $1,000 a day for life, and a second prize of $25,000 a year for life.

Feb. 16, 2016 - The lottery released its financial figures for the month of January, showing that the lottery set records for its highest monthly sales, highest monthly proceeds to state causes and highest monthly prizes to players since its start in 1985. With the world-record Powerball® jackpot drawing occurring in January 2016, total monthly sales hit $54.1 million, topping the previous monthly sales record of $42.2 million set in February. 2006. Monthly lottery proceeds to state causes also were a record, totalling $17.3 million. The previous monthly proceeds total of $11.6 million had stood since February 2006. Prizes to players also set a record for the month, totalling $30.2 million. That surpassed the previous record of $20.3 million set in March 2013.

March 29, 2016 - Roy King of Sioux City becomes Iowa's first winner of $25,000 a year for life in the Lucky for Life® game. King's winning ticket, which he bought at a local supermarket, matched the first five numbers, but missed the Lucky Ball in the March 28, 2016, drawing to win the game's second prize of $25,000 a year for life. The game's top prize is $1,000 a day for life for matching all six numbers drawn.

May 2, 2016 - The lottery releases its "Ghostbusters™" scratch ticket, based on the Columbia Pictures® 1984 and 2016 box office movies.

May 13, 2016 - The lottery launches a Ghostbusters™ summer promotion based around a Ghostbusters-themed scratch game that hit stores May 2, 2016. The Iowa Lottery was the first in the U.S. to team up with Wizard World® Comic Con and announced its Ghostbusters™ promotion at the Des Moines installment of the fan convention that celebrates comic books, science fiction and pop culture. Players entered the promotion using nonwinning tickets in the Ghostbusters™ game. There were three drawing dates during the 90-day Play It Again promotion, with each drawing featuring different prizes. The first drawing was held on June 14, 2016 and awarded 10 prize packages to the Wizard World® Comic Con convention Aug. 18-21 in Chicago. Each package, valued at $1,700 included a three-night stay for two at the Hyatt Regency O'Hare in Chicago, two VIP Experience tickets to the four-day Comic Con event, $500 spending cash and Ghostbusters™ merchandise. The second drawing on July 14, 2016 awarded 10 home movie prize packages. Each package, valuded at nearly $1,500 included a Sony® 40-inch HDTV with Wi-Fi®; Sony® sound bar with wireless subwoofer; Sony Blu-ray Disc™ player; $150 movie gift card; $150 spending cash for food and beverages; and Ghostbusters™ merchandise. The promotion's third drawing and grand-prize drawings were held on Aug. 16. The third drawing awarded 10 prizes of $1,000 and the grand-prize drawing awarded one prize of $5,000.

July 1, 2016 - As it enters its fourth decade in business, the Iowa Lottery introduces its fourth logo. The new look maintains the shooting star that has been central to the lottery's identity since its start, but abbreviates the lottery's name in a nod to today's shortened communications style and streamlines the colors of the logo to blue and white.

July 18, 2016 - Rick Breuss Jr. of West Des Moines claims a $1 million Mega Millions® prize from the drawing on May 20, 2016.

July 16, 2016 - A Powerball ticket sold at Hawkeye Convenience Store, 2330 Wiley Blvd. SW in Cedar Rapids wins $2 million in the drawing held on this day. As of Dec. 15, 2016, the prize remains unclaimed.

July 26, 2016 - Fiscal year 2016 went into the books as the best year in the Iowa Lottery's history, with some unique circumstances producting records across the board, including record sales, proceeds to state causes, prizes to players and retailer commissions. The lottery generated a record $88 million in proceeds to state causes. Annual sales were a record $366.9 million, topping the $300 million mark for the fifth year in a row. Prizes to players totaled a record $221.8 million, while lottery sales commissions to retailers totaled $24.6 million, also a record. Record sales of instant-scratch games and huge lotto sales spurred by January's world-record Powerball jackpot led the way in the lottery's FY 2016 performance. Scratch ticket sales hit an annual record of $233.7 million, topping the previous record of nearly $212 million that had been set in FY 2015.

Jeff Tomlinson Jr. of Coralville claims a $1 million Powerball® prize from the Oct. 5, 2016 drawing.

Oct. 7, 2016 - Jeff Tomlinson Jr. of Coralville claims a $1 million Powerball® prize from the drawing on Oct. 5, 2016, becoming the fifth ticket in Iowa to win at least $1 million in 2016.

Oct. 11, 2016 - The Iowa Lottery launches its annual holiday promotion, dubbed "Jingle Bills." The promotion, which will run through Jan. 17, 2017, will have seven drawings, with the number of prizes available increasing each time, starting with a $1,000 cash prize in the drawing on Oct. 26, 2016, ratcheting up to 18 prizes of $1,000 in the drawing on Jan. 18, 2017. A grand prize of $20,000 also will be awarded Jan. 18, 2017, with any entries not selected in an earlier drawing eligible for the grand prize. Players entered the drawings on the lottery's website with nonwinning tickets from 11 different holiday instant-scratch games. A total of 65 cash prizes will be up for grabs during the promotion.

November 2016 - A campaign to replace approximately 300 pull-tab vending machines in retail locations throughout the state begins. Most of the new machines are equipped to handle 10 games.

Nov. 13, 2016 - Iowa becomes the 14th U.S. lottery to offer scratchless scratch tickets. The new product, called InstaPlay, combines features from instant-scratch and lotto games, and gives players a new option with no numbers to pick, playslips to fill out or wait for a drawing. InstaPlay tickets are "scratchless" because they have no latex covering that needs to be removed to determine the prize won. And rather than having supplies of tickets printed in advance like those in traditional scratch and pull-tab games, InstaPlay tickets are printed on demand from the lottery terminal, as in lotto games like Powerball® and Mega Millions®. The first InstaPlay games offered by the Iowa Lottery include: Lucky Gems InstaPlay, a $1 game; Cash Spectacular InstaPlay, a $5 game; and Cherry Twist Progressive InstaPlay, a $2 game that offers a progressive jackpot. More InstaPlay games will be added to the product mix over time.

Nov. 16, 2016 - Lindsey Astor of Des Moines claims the first progressive jackpot in InstaPlay just two days after the product made its Iowa debut. The winning ticket won a $3,086.15 jackpot and was purchased at Casey's, 2150 E. Army Post Road in Des Moines.

Current Lottery Products Sold In Iowa

Powerball®

Powerball®, which launched on April 19, 1992, is one of the world's best-known lotto games. It offers big jackpots and the chance to win lots of other prizes, too. Players choose 5 out of 69 numbers for the white balls; then choose 1 out of 26 numbers for the Powerball. Players have nine ways to win.

The largest Powerball jackpot to date was won on Jan. 13, 2016. That world-record jackpot of nearly $1.6 billion was split by three winners in California, Florida and Tennessee. The largest Powerball jackpot won in Iowa to date came in June 2012. The Shipping 20, a group of co-workers from the Quaker Oats plant in Cedar Rapids, claimed that $241 million Powerball prize.

Powerball has undergone several changes since its inception,and the latest change came in October 2015. At this time the overall odds of winning a prize in the game improved, several prize levels increased and the 10X multiplier became a Power Play option.

Game Details:

- Plays cost $2 and jackpots start at $40 million.
- Drawings are held on Wednesdays and Saturdays at 9:59 p.m.
- The sales cutoff time in Iowa for playing the game is 8:59 p.m. on the evening of the drawing.
- Players can pick their own numbers using a play slip or let the computer pick them by asking for an easy pick.
- Players in Iowa can purchase up to 10 consecutive drawings at a time.
- Powerball prizes won in Iowa must be claimed within 365 days of the drawing for which they were eligible.
- The overall odds of winning a prize of any amount are about 1 in 25.

Match	Base Prize*	Prize with Power Play®**	Odds
5 + Powerball	Jackpot	N/A	1 in 292,201,338.00
5	$1 million	$2 million	1 in 11,688,053.52
4 + Powerball	$50,000	Up to $500,000	1 in 913,129.18
4	$100	Up to $1,000	1 in 36,525.17
3 + Powerball	$100	Up to $1,000	1 in 14,494.11
3	$7	Up to $70	1 in 579.76
2 + Powerball	$7	Up to $70	1 in 701.33
1 + Powerball	$4	Up to $40	1 in 91.98
0 + Powerball	$4	Up to $40	1 in 38.32

** The advertised jackpot is based on prize payment as an annuity. The jackpot prize will be divided equally among multiple winners based on the amount available to the lottery for the jackpot prize pool. The set prize amounts published here are based on the expected number of winners sharing in the prize pool. In some cases, these prizes may be paid on a pari-mutuel basis and will be lower than these prize levels. **If the Power Play option is purchased, prize(s) won increase 2, 3, 4, 5 or 10 times depending on the multiplier number for that drawing. The 10X multiplier is used only when the jackpot is $150 million or less. The Match 5 prize will be $2 million with the Power Play unless pari-mutuel.*

Powerball with the Power Play®

Players can ask for the Power Play® with their Powerball purchase. For an extra $1 per play, players can multiply any non-jackpot prize. A separate drawing to determine the Power Play multiplier is held following each Powerball drawing. The Power Play increases non-jackpot and Match 5 prizes by a factor of 2X, 3X, 4X, 5X or 10X.

Players who purchase the Power Play and match five white balls in a Powerball drawing (regularly a $1 million prize) will win $2 million. See the table above for a list of prize amounts with the Power Play.

Mega Millions®

The Mega Millions® game began on Aug. 31, 1996, as the "Big Game." In May 2002, the multi-state game was redesigned and given the new name of Mega Millions.

The largest Mega Millions jackpot to date was won on March 30, 2012. That $656 million jackpot was split three ways by tickets purchased in Illinois, Kansas and Maryland. To date a Mega Millions jackpot is yet to be won in Iowa.

On Jan. 31, 2010, 23 state lotteries, including the Iowa Lottery, began selling Mega Millions tickets as a historic cross-selling agreement between Mega Millions and Powerball® went into effect.

In October 2013 the Mega Millions game was enhanced to include larger, faster-growing jackpots, a $1 million second prize and better overall odds. Players now choose five balls from a pool of 75 and another number, called the Mega Ball, from a separate pool of 15.

Game Details:

- Plays cost $1.
- Drawings are held on Tuesdays and Fridays at 10 p.m.
- The sales cutoff time in Iowa for playing the game is 8:59 p.m. on the evening of the drawing.
- Players can pick their own numbers using a play slip or let the computer pick them by asking for an easy pick.
- Players in Iowa can purchase up to 10 consecutive drawings at a time.
- Mega Millions prizes won in Iowa must be claimed within 365 days of the drawing for which they were eligible.
- The overall odds of winning a prize of any amount are about 1 in 15.

Match	Base Prize*	Prize with Megaplier®	Odds
5 + Mega Ball	**Jackpot**	**N/A**	**1 in 258,890,850**
5	**$1 million**	**Up to $5 million**	**1 in 18,492,204**
4 + Mega Ball	**$5,000**	**Up to $25,000**	**1 in 739,688**
4	**$500**	**Up to $2,500**	**1 in 52,835**
3 + Mega Ball	**$50**	**Up to $250**	**1 in 10,720**
3	**$5**	**Up to $25**	**1 in 766**
2 + Mega Ball	**$5**	**Up to $25**	**1 in 473**
1 + Mega Ball	**$2**	**Up to $10**	**1 in 56**
0 + Mega Ball	**$1**	**Up to $5**	**1 in 21**

** The jackpot prize will be divided equally among multiple winners based on the amount available to the lottery for the jackpot prize pool. The set prize amounts published here are based on the expected number of winners sharing in the prize pool. In some cases, these prizes may be paid on a pari-mutuel basis and will be lower than these prize levels.*

Mega Millions with the Megaplier®

Players can ask for the Megaplier® with their Mega Millions® purchase.

For an extra $1 per play players can increase their non-jackpot prizes up to a factor of five. Players who purchase the Megaplier and match five white balls in a Mega Millions drawing (regularly a $1 million prize) could win up to $5 million.

A separate drawing to determine the Megaplier multiplier is held following each Mega Millions drawing. The Megaplier increases non-jackpot and Match 5 prizes by a factor of 2X, 3X, 4X or 5X. See the table above for a list of prize amounts with the Megaplier.

Hot Lotto®

Hot Lotto®, which launched in April 2002, offers Powerball®-style play, but with easier odds and jackpots starting at $1 million. Players pick 5 out of 47 numbers for the white balls; then choose 1 out of 19 numbers for the Hot Ball. Players have nine ways to win.

In May 2013 the jackpot prize changed to a lump-sum payment with all state and federal withholding taxes paid for the winner.

The largest Hot Lotto jackpot to date was claimed in January 2007 by an Iowa player. John Hall from Indianola won that $19.97 million jackpot prize.

Game Details:

- Plays cost $1.
- The jackpot begins at $1 million cash with state and federal withholding taxes paid for the winner, and grows until it's won.
- Drawings are held at 9:40 p.m. Wednesdays and Saturdays.
- The sales cutoff time in Iowa for playing the game is 8:18 p.m. on the evening of the draw.
- Players can pick their own numbers using a play slip or let the computer pick them by asking for an easy pick.
- Players in Iowa can purchase up to 10 consecutive drawings at a time.
- Hot Lotto prizes won in Iowa must be claimed within 365 days of the drawing for which they were eligible.
- The overall odds of winning a prize of any amount are about 1 in 17.22.

Match	Base Prize*	Prize with the Sizzler™	Odds
5 + Hot Ball	Cash Jackpot**	N/A	1 in 29,144,841.00
5	$30,000	$90,000	1 in 1,619,157.83
4 + Hot Ball	$3,000	$9,000	1 in 138,784.96
4	$100	$300	1 in 7,710.28
3 + Hot Ball	$50	$150	1 in 3,385.00
3	$6	$18	1 in 188.06
2 + Hot Ball	$6	$18	1 in 253.87
1 + Hot Ball	$3	$9	1 in 52.08
0 + Hot Ball	$2	$6	1 in 34.26

** The set prize amounts published here are based on the expected number of winners sharing in the prize pool. In some cases, these prizes may be paid on a pari-mutuel basis and will be lower than these prize levels.*
*** The advertised jackpot is based on a cash prize payment. The jackpot prize will be divided equally among multiple winners based on the amount available to the jackpot prize pool. The prize will be a single cash payment equal to the amount available to the lottery for the jackpot prize pool and/or the amount due for state and federal taxes.*

Hot Lotto® with the Sizzler™

Players can ask for the Sizzler™ with their Hot Lotto® purchase.

For an extra $1 per play players can multiply any non-jackpot prize three times.

The Hot Lotto Sizzler will always be 3.

See the table above for a list of prize amounts with the Sizzler.

Lucky for Life®

Lucky for Life® is a lotto game with a twist on big lotto prizes. Both the top prize and second prizes in this game are paid for a lifetime! The game's top prize is $1,000 a day for life, and the game's second prize is $25,000 a year for life.

The minimum payment period for the top and second prizes is 20 years. For both, players have the choice of a cash option as an alternative to the annuitized payment option.

In Lucky for Life, players choose any five numbers they want between 1 and 48, and then pick one "Lucky Ball" number between 1 and 18. Or, skip the play slip and let the computer pick your lucky numbers for you. In addition to the top and second prizes, there are eight other ways to win a prize. Lucky for Life debuted in Iowa on Jan. 24, 2016. As of December 2016, 23 lotteries offer this game.

Game Details:

- Plays cost $2.
- Lucky for Life drawings are held Mondays and Thursday at about 9:38 p.m.
- The sales cutoff time in Iowa for playing the game is 8:30 p.m. on the day of the drawing.
- Players can pick their own numbers using a play slip or let the computer pick them by asking for an easy pick.
- Players in Iowa can purchase up to 10 consecutive drawings for Lucky for Life.
- Lucky for Life prizes must be claimed within 365 days of the drawing for which they were eligible.
- The overall odds of winning a prize of any amount are about 1 in 7.8

Match	Prize	Odds
5 + Lucky Ball	**$1,000 a day, FOR LIFE***	**1 in 30,821,472**
5	**$25,000 a year, FOR LIFE***	**1 in 1,813,028**
4 + Lucky Ball	**$5,000**	**1 in 143,356**
4	**$200**	**1 in 8,433**
3 + Lucky Ball	**$150**	**1 in 3,413**
2 + Lucky Ball	**$25**	**1 in 250**
3	**$20**	**1 in 201**
1 + Lucky Ball	**$6**	**1 in 50**
Lucky Ball	**$4**	**1 in 32**
2	**$3**	**1 in 15**

** The minimum payment period for the top and second prizes is 20 years. Both have the choice of a cash option as an alternative to the annuitized payment option. The cash option for the top prize is $5.75 million; the cash option for the second prize is $390,000.*

Pick 3

Pick 3 is a daily game that leaves most all the choices up to the player. Players can pick their own three numbers daily and choose how to play them.

In Pick 3, players choose a set of three numbers, each from zero through nine. Players choose either a straight (match all numbers in the exact order as drawn), a box (match all three numbers in any order), a straight/box (match either exact and/or any order), front pair (match the first two numbers in the exact order as drawn) or back pair (match the last two numbers in the exact order as drawn).

The evening drawing was launched in July 1998. A midday drawing Monday through Saturday was added in September 2003. A Sunday midday drawing was added in July 2010.

On April 16, 2014, the Iowa Lottery began conducting its own drawings in the Pick 3 and Pick 4 games. There are now Iowa-specific results for both the daily midday and evening drawings.

Game Details:

- Plays cost 50 cents to $5, depending on the play.
- Pick 3 midday drawings are held daily at about 12:50 p.m. Pick 3 evening drawings also are held daily at about 8:50 p.m.
- The sales cutoff time in Iowa for playing the game is noon for the midday drawing and 8 p.m. for the evening drawing.
- Players can pick their own numbers using a play slip or let the computer pick them by asking for an easy pick.
- Players in Iowa can purchase up to 16 consecutive drawings.
- Pick 3 prizes won in Iowa must be claimed within 90 days of the drawing for which they were eligible.

Play	Odds	50 cents	$1	$2	$3	$4	$5
Straight	**1 in 1,000**	**$300**	**$600**	**$1,200**	**$1,800**	**$2,400**	**$3,000**
Box (6-way)	**1 in 167**	**$50**	**$100**	**$200**	**$300**	**$400**	**$500**
Box (3-way)	**1 in 333**	**$100**	**$200**	**$400**	**$600**	**$800**	**$1,000**
Straight/Box (6-way exact)	**1 in 1,000**	**N/A**	**$350**	**$700**	**$1,050**	**$1,400**	**$1,750**
Straight/Box (6-way any)	**1 in 167**	**N/A**	**$50**	**$100**	**$150**	**$200**	**$250**
Straight/Box (3-way exact)	**1 in 1,000**	**N/A**	**$400**	**$800**	**$1,200**	**$1,600**	**$2,000**
Straight/Box (3-way any)	**1 in 333**	**N/A**	**$100**	**$200**	**$300**	**$400**	**$500**
Front pair	**1 in 100**	**$30**	**$60**	**$120**	**$180**	**$240**	**$300**
Back pair	**1 in 100**	**$30**	**$60**	**$120**	**$180**	**$240**	**$300**

Pick 4

Pick 4 is a daily game that leaves most all the choices up to the player. Players can pick their own four numbers for each drawing and choose how to play them.

In Pick 4, players choose a set of four numbers, each from zero through nine. Players choose either a straight (match all numbers in the exact order as drawn), a box (match all four numbers in any order), a straight/box (match either exact and/or any order), front pair (match the first two numbers in the exact order as drawn) or back pair (match the last two numbers in the exact order as drawn).

Both the Pick 4 midday and evening draws were launched in September 2003. A Sunday midday drawing was added in July 2010.

On April 16, 2014, the Iowa Lottery began conducting its own drawings in the Pick 3 and Pick 4 games. There are now Iowa-specific results for both the daily midday and evening drawings.

Game Details:

- Plays cost 50 cents to $5, depending on the play.
- Pick 4 midday drawings are held daily at about 12:50 p.m. Pick 4 evening drawings also are held daily at about 8:50 p.m.
- The sales cutoff time in Iowa for playing the game is noon for the midday draw and 8 p.m. for the evening draw.
- Players can pick their own numbers using a play slip or let the computer pick them by asking for an easy pick.
- Players in Iowa can purchase up to 16 consecutive drawings.
- Pick 4 prizes won in Iowa must be claimed within 90 days of the drawing for which they were eligible.

Play	Odds	50 cents	$1	$2	$3	$4	$5
Straight	1 in 10,000	$3,000	$6,000	$12,000	$18,000	$24,000	$30,000
Box 24-way	1 in 417	$125	$250	$500	$750	$1,000	$1,250
Box 12-way	1 in 833	$250	$500	$1,000	$1,500	$2,000	$2,500
Box 6-way	1 in 1,667	$500	$1,000	$2,000	$3,000	$4,000	$5,000
Box 4-way	1 in 2,500	$750	$1,500	$3,000	$4,500	$6,000	$7,500
Str./Box (4-way exact)	1 in 10,000	N/A	$3,750	$7,500	$11,250	$15,000	$18,750
Str./Box (4-way any)	1 in 2,500	N/A	$750	$1,500	$2,250	$3,000	$3,750
Str./Box (6-way exact)	1 in 10,000	N/A	$3,500	$7,000	$10,500	$14,000	$17,500
Str./Box (6-way any)	1 in 1,167	N/A	$500	$1,000	$1,500	$2,000	$2,500
Str./Box (12-way exact)	1 in 10,000	N/A	$3,250	$6,500	$9,750	$13,000	$16,250
Str./Box (12-way any)	1 in 833	N/A	$250	$500	$750	$1,000	$1,250
Str./Box (24-way exact)	1 in 10,000	N/A	$3,125	$6,250	$9,375	$12,500	$15,625
Str./Box (24-way any)	1 in 417	N/A	$125	$250	$375	$500	$625
Front pair	1 in 100	$30	$60	$120	$180	$240	$300
Back pair	1 in 100	$30	$60	$120	$180	$240	$300

All or Nothing™

All or Nothing™ is a lotto game with a twist. Players win the game's top prize by matching all the numbers OR none of the numbers in one of its drawings.

In All or Nothing, players choose 12 out of 24 numbers. There are 10 ways to win a prize. Tickets are currently sold in Iowa and Minnesota. All or Nothing made its debut on Jan. 28, 2014.

Game Details:

- Plays cost $1.
- All or Nothing midday drawings are held daily at about 12:45 p.m. All or Nothing evening drawings also are held daily at about 8:45 p.m.
- The sales cutoff time in Iowa for playing the game is 12 p.m. for the midday drawing and 8 p.m. for the evening drawing.
- Players can pick their own numbers using a play slip or let the computer pick them by asking for an easy pick.
- Players in Iowa can purchase up to eight consecutive plays for either day or evening, or up to 16 consecutive plays for both day and evening.
- All or Nothing prizes won in Iowa must be claimed within 365 days of the drawing for which they were eligible.

Match	Prize	Odds
12	$100,000	1 in 2,704,156
11	$1,000	1 in 18,778.86
10	$20	1 in 620.79
9	$5	1 in 55.87
8	$1	1 in 11.04
4	$1	1 in 11.04
3	$5	1 in 55.87
2	$20	1 in 620.79
1	$1,000	1 in 18,778.86
0	$100,000	1 in 2,704,156

InstaPlay

InstaPlay tickets are “scratchless scratch tickets” printed on demand from the lottery terminal, as are tickets in lotto games like Powerball® and Mega Millions®. InstaPlay tickets are “scratchless” because they have no scratch-off covering that needs to be removed to determine the prize won. But the play style of InstaPlay tickets is similar to that of scratch tickets, with symbols and numbers that need to match in order to win a prize.

In November 2016, Iowa became the 14th U.S. lottery to offer this product, which goes by a few different names across the country.

Game Details:

- Prices for InstaPlay games range from $1 to $5 and tickets are avaialable at any Iowa Lottery retailer.
- Similar to scratch games, InstaPlay tickets are played by matching symbols and numbers to win a prize.
- Top prizes vary by purchase price and game type. Progressive InstaPlay games offer a progressive jackpot that grows with each ticket sold.
- InstaPlay prizes are valid for 90 days.

Pull-tabs

The Iowa Lottery first sold pull-tabs on an experimental basis in seven counties in October 1987. Later that year, pull-tabs were introduced statewide.

Most pull-tabs are sold in convenience stores and restaurants/bars. Tickets are dispensed from vending machines.

Game Details:

- Prices for pull-tab games range from 25 cents to $2.
- Players play a ticket by pulling paper tabs aside on the ticket to reveal symbols that can represent a prize. Symbols must match identically the winning combination shown on the ticket front to win the corresponding prize.
- Top prizes range from $25 to $1,200.
- Pull-tabs must be redeemed in the same place they were purchased within 90 days of the announced end of the game.

Scratch Games

The Iowa Lottery’s first product was a scratch ticket called “Scratch, Match & Win” that debuted in August 1985. Iowans purchased more than 28.1 million tickets by the end of that game. By the end of fiscal year 1986, Iowa had seen five different scratch tickets.

Today the Iowa Lottery offers new scratch games almost every month. The lottery has about 30 scratch games available at a time, but this number can vary with game endings and new game introductions.

Game Details:

- Scratch games range in price from $1 to $20.
- Top prizes vary by purchase price. For example, a player may be able to win a $1,000 top prize on a $1 ticket and a $250,000 top prize on a $20 ticket.
- Games are played by scratching off a latex coating on the ticket to reveal numbers or symbols representing prizes.
- Scratch tickets are valid for 90 days after the announced end of the game.

Frequently Asked Questions

Jackpots

Q. When a player wins a Powerball®, Mega Millions® jackpot or Lucky for Life® top prize, what's the difference between taking the annuity or lump-sum payout?
A. An annuity is paid out over several years whereas a lump-sum payout is a single cash payment. When a jackpot is won, each state participating in the game forwards its share of the proceeds to make the jackpot payment. The annuity option includes the amount in interest that would be generated over time and is therefore a larger amount than the lump-sum option. If the winner chooses the annuity option, the lottery invests the money available from the sale of tickets for that drawing. Payments are made over a number of years, with the total that the winner receives equalling the advertised annuity jackpot amount. That total includes the initial amount invested plus the interest generated through the years. If the winner chooses the lump-sum option, the one-time payment that is made includes only the money on hand from the sale of tickets for the drawing. There is no interest money available because the winner chose to receive the winnings up front. The "rest of the money" in that instance doesn't exist. Here in Iowa, you have 60 days from the time that you claim your jackpot prize to decide how you want to receive it.

Q. Which Iowa Lottery games offer an annuity option?
A. Powerball®, Mega Millions® and Lucky for Life® offer the option of paying the jackpot/top prize out in a lump sum or an annuity payment. Beginning in May 2013, Hot Lotto® changed from offering an annuity prize option to a prize paid as a lump-sum payment with all state and federal withholding taxes paid for the winner. All or Nothing™, Pick 3 and Pick 4 only offer cash payouts. Some scratch games also offer the annuity option, but that list changes over time.

Q. Which is better to take, the annuity or lump-sum payout?
A. This depends on the individual's specific circumstances and needs. The lottery suggests the winner contact a trusted financial or legal advisor prior to making this decision. The winner has 60 days from the date the prize is claimed to decide.

Q. What happens to an annuity prize if the winner dies?
A. Once the money is won, it always belongs to the winner. Iowa law provides that if the winner should die, the money would go to the winner's estate. The lottery will make future payments as determined by the estate or the court.

Q. Has anyone ever considered capping jackpots when they get high?
A. The Iowa Lottery offers big jackpot games like Powerball® and Mega Millions® because they appeal to many customers. The lottery's sales history shows sales grow as the jackpot grows. Regular players play a bit more and new players get into the game. By capping the jackpot, the lottery would never get the attention of those players who like to play for really big money like the Powerball jackpot that was nearly $1.6 billion in January 2016 or the Mega Millions jackpot that topped $656 million in March 2012.

Q. If a jackpot prize is not claimed, what happens to the unclaimed money?
A. Unclaimed Powerball®, Mega Millions® and Hot Lotto® jackpots, and the Lucky for Life® top prize goes back to the states in the proportion of sales for that draw. Unclaimed prizes, other than the jackpot, go into prize pools for future games, so players in Iowa have another chance at the cash. Every year, many smaller prizes do go

unclaimed, so the lottery urges everyone to check their tickets!

Q. If a player has already won a jackpot, can they keep playing to win another?
A. Yes, players can keep playing even after they've won a jackpot.

Q. How long does it take a player to collect a jackpot after they turn in the ticket?
A. In Powerball®, Mega Millions® and Hot Lotto®, about two weeks after a player brings in the winning ticket, the lottery can cut the winner the first check. (It takes that amount of time for the rest of the states in the game to send money to the winning state.) For all other games, players can get their money the same day they bring their winning ticket to the lottery. Generally about 45 minutes after players walk in the door, they walk out with a check!

Q. Are lottery prizes transferable and if so, how does a person go about notifying the lottery that they are to be the new recipient of these payments?
A. Prize winners who live in Iowa may be able to assign winnings through the court system. The lottery will make payments according to the court order.

Q. How long do the top prize and second prize in the Lucky for Life® game really last?
A. The top prize of $1,000 a day for life and the second prize of $25,000 a year for life are really for life, meaning they last as long as you do. You win the game's top prize of $1,000 a day for life by matching all six winning numbers in one of its drawings. The game's second prize level of $25,000 a year for life comes from matching the first five numbers but missing the Lucky Ball. So, what does "for life" mean? It really does mean for life, but there are some qualifiers to that answer. The MINIMUM payment period for the games' top two prize levels is 20 years. So if you were to win one of those prizes at 55, but die at 70, you (and your estate) would sill receive 20 years worth of payments. But let's say you win the game's top prize when you're 35, you choose the annuity option and you live to be 85. In that instance, the payments continue that entire time, for 50 years. There is a lump-sum option for the top two prizes, should you want cash up front. The lump-sum option for the top prize is $5.75 million while the lump-sum option for the second prize is $390,000.

Proceeds

Q. How are lottery proceeds in Iowa used?
A. Today, lottery proceeds have three main purposes in Iowa. They provide support for our state's veterans and their families through the Iowa Veterans Trust Fund; help for a variety of significant projects through the state General Fund; and backing for the Vision Iowa program, which was implemented to create tourism destinations and community attractions in the state and build and repair schools.

Q. Can nonprofit organizations here in Iowa apply for funding from the lottery?
A. All lottery profits in Iowa are dedicated to state causes here in Iowa, with appropriation decisions made by the Legislature and approved by the governor. It would require legislation to earmark funds for any particular cause.

Frequently Asked Questions Continued...

Q. Doesn't the lottery help education?
A. That seems to be something a lot of people have talked about through the years, but in fact, lottery proceeds have never gone directly to education in Iowa, but rather to build and repair schools. When the Iowa Lottery started in 1985, its proceeds went to an economic development program called the Iowa Plan. Then for a time, lottery profits went to environmental and cultural causes. A portion of lottery proceeds have also been dedicated through the years to The Iowa Gambling Prevention and Treatment Program. Today, lottery proceeds in Iowa have three main purposes: They provide support for veterans, help for a variety of significant projects through the General Fund, and backing for the Vision Iowa program, which was implemented to create tourism destinations and community attractions in the state and build and repair schools.

Drawings

Q. What are the drawing times for Powerball®, Mega Millions®, Hot Lotto®, Pick 3, Pick 4, All or Nothing™ and Lucky for Life®?
A. Mega Millions drawings are held Tuesdays and Fridays at 10 p.m. Powerball drawings are held Wednesdays and Saturdays at 9:59 p.m. Hot Lotto drawings take place right before the Powerball drawings on Wednesdays and Saturdays. All or Nothing midday drawings are held every day at 12:45 p.m. Pick 3 and Pick 4 midday drawings are held every day at approximately 12:50 p.m. Pick 3 and Pick 4 evening drawings are held every day at about 8:50 p.m. All or Nothing evening drawings are held every day at 8:45 p.m. Lucky for Life drawings are held Mondays and Thursdays at 9:38 p.m.

Q. When players miss the Powerball® drawing on TV, how can they check their numbers?
A. Players can get winning numbers in a number of ways. They can log on to the Iowa Lottery website at www.ialottery.com. Players also can choose to receive emails of the winning numbers and drawing results, call the winning numbers' hotline at 515-323-4633 or check with their local lottery retailer. Also, most newspapers carry results. If players would like to see video of the actual drawing, they can log on to the Powerball website at www.powerball.com, the Mega Millions® website at www.megamillions.com or the Lucky for Life® website at www.luckyforlife.us.

Q. Where can a player go to see the results of the last Powerball® drawing that took place?
A. After a drawing, the Iowa Lottery's website lists the winning numbers, the number of winning tickets sold in Iowa in each category, what the jackpot was and whether it was won or continued to grow.

Q. Why don't some television stations air the results from lottery drawings?
A. The lottery asks television stations to televise lottery results. However, showing results is an editorial decision made each station.

Q. How can the public attend a lottery drawing?
A. If members of the public would like to attend a lottery game or promotion drawing, they must contact lottery security at least 24 hours in advance of the drawing. A request form to attend a drawing is available on the lottery's website. Most drawings are conducted using a random number generator, which is basically a computer with a software program installed and certified.

Q. How often are the balls changed in the machines for Powerball® and are those balls used for any

Frequently Asked Questions Continued...

other games?

A. The balls used for the Powerball® drawing are changed if they show enough wear to warrant the change. In other words, there is no set time. There are actually four sets of balls of each color (four red, four white) and the sets used for a particular drawing are randomly chosen before the drawing occurs. The balls are only used for Powerball and they are weighed and X-rayed on a periodic schedule. The balls are always locked in a vault with the drawing machines and are only used under the supervision of an independent auditor.

Q. How many states are involved in Powerball® and Mega Millions®? What about Hot Lotto® and Lucky for Life®?

A. There are 47 lotteries that sell tickets in Powerball® and Mega Millions®. There are 15 lotteries that sell tickets in the Hot Lotto® game, and there are 23 lotteries that sell tickets in the Lucky for Life game (as of December 2016).

Buying Tickets

Q. What are the sales cutoff times for Iowa's lotto games?

A. It depends. For Powerball® and Mega Millions®, the cutoff time is 8:59 p.m. on the day of the drawing. For Hot Lotto®, the sales cutoff time is 8:18 p.m. the day of the drawing. For Pick 3 and Pick 4 evening drawings, the sales cutoff time is 8 p.m. the day of the drawing. For the Pick 3 and Pick 4 midday drawings, the sales cutoff time is noon the day of the drawing. For All or Nothing™ the sales cutoff time is noon on the day of the drawing for the midday drawing, and 8 p.m. on the day of the drawing for the evening drawing. For Lucky for Life® the sales cutoff time is 8:30 p.m. on the day of the drawing.

Q. Why is there a sales cutoff time?

A. All lottery games involve a high level of security controls that take time to administer before a drawing can occur. Officials must ensure that proper procedures are followed. The Iowa Lottery wants its games to be completely fair and honest. A number of measures ensure that every ticket issued in a lottery game has the same chance of winning.

Q. What's the difference between a player choosing the easy-pick option versus picking their own numbers? Which option has more winners?

A. When a player asks for an easy pick, the lotto terminal randomly picks the required numbers for that particular game. The terminal then issues the play. The software does not check with any central system before issuing a play, so another player could have the same numbers. About 75 percent of all plays are easy picks and because winners follow sales, about 75 percent of winners come from easy picks. That does not mean that easy picks are luckier, as every play has the same odds of winning. It simply means that more easy pick plays are being made.

Q. How old does a person have to be to purchase an Iowa Lottery ticket?

A. A player must be at least 21 years old to purchase lottery tickets in Iowa. It is legal for those under 21 to play lottery games and claim prizes, however a parent or guardian must also sign the ticket for any claimant who is a minor.

Q. Can debit or credit cards be used to purchase lottery tickets in a retail store?

A. Lottery players can use debit cards to purchase lottery products. However, state law prohibits the use of a

credit card to make a lottery purchase. A debit transaction is always tied to available funds, so as long as the card says DEBIT on the front, it is OK to use it for a lottery transaction. If it is a CREDIT card, it is illegal to use it for the purchase of lottery tickets.

Q. Can debit cards be used to purchase Iowa Lottery tickets on the Internet?
A. Tickets cannot be purchased on the Internet in Iowa.

Q. Can lottery tickets be purchased at casinos in Iowa?
A. Casinos and horse-racing facilities in Iowa can sell lottery tickets, just like any other retail establishment. There are multiple casinos in the state that sell lottery products.

Q. Does a person have to be a legal citizen to win?
A. There are no conditions placed on buying and winning on a lottery ticket, except that a player must be at least 21 years old to purchase a ticket in Iowa. If a claimant does not have a Social Security number, additional tax may be withheld.

Claiming Prizes

Q. How long does a player have to claim a prize?
A. The claim period varies by game. Scratch tickets are valid for 90 days after the announced end of the game. InstaPlay tickets are valid for 90 days from the date of purchase. Pull-tab ticket prizes must be claimed at the place where the ticket was sold, also within 90 days of the announced end of the game. InstaPlay prizes must be claimed within 90 days from the date of purchase. Powerball®, Mega Millions®, Hot Lotto®, All or Nothing™ (both midday and evening) and Lucky for Life® tickets are valid for 365 days from the date of the drawing. Pick 3 and Pick 4 (both midday and evening) tickets are valid for 90 days from the date of the drawing.

Q. How are large lottery prizes claimed? Does the winner have to go to Des Moines?
A. Subject to cash availability, retailers are asked to cash prizes up to $600, but it is ultimately at the discretion of each retailer. For prizes more than $600 -- with the exception of jackpots -- players can mail their signed winning ticket with a winner claim form to the lottery at: Iowa Lottery, 13001 University Ave. Clive, IA 50325-8225. Players may also cash winning tickets at any of the lottery's regional offices located in Cedar Rapids, Council Bluffs, Mason City and Storm Lake. Addresses for these locations are available on page 4 of this book. Our regional offices can pay prizes up to and including $250,000. However, all prizes of more than $250,000 must be claimed at the Iowa Lottery headquarters office in Clive. And, Powerball®, Mega Millions® and Hot Lotto® jackpot prizes, the top prize and second prize in Lucky for Life® and some special merchandise or vehicle prizes must be claimed in person at the headquarters office.

Q. Can players claim a prize as a group? Can each player in a group receive an individual check?
A. Prizes can be paid to players who play as a group. A check can be written to an entity such as a trust or to a single individual. If an individual claims the prize on behalf of a group, they must indicate this on the winner claim form. In addition, that person must submit a Federal Form 5754, listing all the winners of the prize with their address and tax identification information, when claiming the prize. This ensures that the prize and tax withheld is correctly allocated to each group member. The lottery suggests that the back of the ticket should not be signed until the group has determined how the ticket will be submitted on the winner claim form.

Frequently Asked Questions Continued...

Q. Is the lottery required to withhold money an individual may owe to the state?
A. Yes. The lottery is required by law to withhold income offsets, or amounts that may be owed to various government agencies, from prize payments. Winners receive any balance remaining after application of the offset(s).

Q. When does the Iowa Lottery deduct state and federal tax from a player's prize?
A. The Iowa Lottery does not withhold tax for prizes of $600 or less. By law, a 5 percent state withholding tax is applied to lottery prizes of more than $600. If a player wins more than $5,000, an additional 25 percent federal withholding tax will be withheld when the prize is claimed.

Q. What tax information is provided to the winner?
A. All winners of more than $600 will receive a Federal Form W2-G from the Iowa Lottery. This form will show the prize won and all tax withheld. This information should be filed with the winner's income tax form. The tax withheld will be a credit towards taxes owed; winners may get some of it back, or may have to pay more, depending on their income. For prizes won in a particular calendar year, Form W2-G will be mailed out no later than Jan. 31 of the following year. If a player won a prize greater than $600 and moved since they claimed the prize, they should contact the Iowa Lottery at (515) 725-7900 with their updated address information to ensure the W2-G is sent to the correct address.

Q. Can I claim a lottery prize from another state in Iowa?
A. No. Lottery prizes must be claimed from the state where the ticket was purchased.

Miscellaneous

Q. How many people are employed by the lottery? Are they able to play the lottery?
A. There are 115 lottery employees. Many of the employees are in sales and they call on the lottery's approximately 2,400 retailers statewide. Lottery employees cannot play or win prizes on any Iowa Lottery product.

Q. Who comes up with the ideas for new lottery games?
A. The Iowa Lottery uses a number of sources for new games including players, retailers, and staff. The Iowa Lottery also closely monitors games put out by other lotteries around the country. An ad agency is contracted to help write and produce television and radio spots to support its new games, but most of the game development is done internally.

Q. Who makes the rules on how much money a player wins for picking two, three, four or five numbers correctly in the lottery's various lotto games?
A. The Iowa Lottery sets the prize structure for Pick 3 and Pick 4. With Powerball®, Hot Lotto®, Mega Millions®, Lucky for Life® and All or Nothing™ the prize structure is set by all of the lotteries participating in those games.

Q. During what times of the year are lottery sales higher?
A. We say that you can tell the seasons by lottery sales. Each year, there is a cycle: Lottery sales are strong in the fall and winter and through early spring. In late spring and throughout the summer, lottery sales dip a bit and then come back up in the fall. Why? In the late spring and summer, people aren't in their regular routines.

Frequently Asked Questions Continued...

They're on vacation, they're traveling and they're outside having fun. People buy lottery tickets when they're running errands as part of their regular routines and that gets interrupted a bit during the spring and summer. But it always comes back when we head into fall.

Q. What about the argument that, "no one from here ever wins?"
A. That seems to be a myth that's based upon the area you're from, no matter where that is. Here's an example: We were talking one day with the folks from the DC Lottery in the District of Columbia and we were telling them about the grumbling we'll sometimes hear that "no one from here ever wins." They started laughing and said what they hear is that "it's always those people from Iowa who win." We think the root of the situation is that people will never be truly satisfied unless they're the ones who win. In reality, people can and do win lottery prizes every day. In Fiscal Year 2016, Iowa Lottery players took home a record $221.8 million in prizes from lotto, scratch and pull-tab tickets.

Q. What about the argument that only poor people play the lottery?
A. Let's look at that by the numbers. Iowa Lottery players bought more than $366 million in lottery tickets in the latest financial year. It simply doesn't hold that if only poor people play the lottery, they had more than $366 million to spend. It also doesn't make sense from a business-model perspective -- you simply wouldn't develop a plan around a customer base that can't afford your product. The reality is that Iowa Lottery players are from a broad cross-section of society. They're male and female, young and old, from urban and rural areas. They choose to spend some of their entertainment dollars playing the lottery, just like they choose to spend some of those dollars going to the movies, dining out and attending concerts.

Q. What about people who say that only players from big cities win?
A. It's our job at the Iowa Lottery to have integrity in our games and ensure that winners are determined by nothing other than pure, random chance. You want to know when you play the lottery that you have the same fair chance of winning as anyone else. Now, it is true that more people live in bigger cities, which means more people are buying lottery tickets there and winning prizes. Another way of putting that is, if 5 percent of lottery tickets are sold in a particular area, you expect to find about 5 percent of overall winners there, and that's been the case with the Iowa Lottery. Everyone has the same chance of winning, but there will be more winners in places where more tickets are being sold.

Q. What about people who are addicted to gambling?
A. That's an issue we take very seriously at the Iowa Lottery, and we have a strong track record in that regard. A small percentage of those admitted to treatment through the Iowa Gambling Treatment Program say the lottery was their primary form of wagering. We're working hard to make sure people understand that help is available for those who have a gambling problem or are concerned about the effects that gambling may have on a loved one. The Iowa Office of Problem Gambling Treatment and Prevention provides treatment, counseling and outreach programs for those concerned about gambling. It also runs the 1-800-BETSOFF helpline that's available 24 hours a day, 7 days a week. The Iowa Lottery is committed to responsible play. Each year, the lottery provides information about 1-800-BETSOFF in several ways. The lottery includes messages about the helpline on its tickets, brochures and point-of-sale materials and also includes that information in its publications. The lottery also provided millions of dollars to the Iowa Gambling Treatment Fund during the years that fund was in existence.

Player Security

The Iowa Lottery is committed to conducting our games with fairness and integrity. You are a big part of that equation. The Lottery provides a number of valuable security tips on its website to help keep your lottery play fun and safe. If you ever have a concern about the Iowa Lottery, its products or operations, please call the lottery immediately at 515-725-7900 or email us at wmaster@ialottery.com.

Financials

For a copy of the Iowa Lottery's latest annual report, click here.

Monthly financial updates from the lottery can be found on the Financial Information page of our website.

Details about how lottery proceeds help vital state causes can be found on the Where The Money Goes page of our website.

Glossary of Lottery Terms

Any Order—Refers to numbers in any order in the Pick 3 and Pick 4 game. For example, if a player selects 1-2-3 in any order (2-3-1, 1-3-2, etc.) the player would win, no matter what order the numbers were drawn in.

Drawings—Refers to drawings where winning numbers or winning entries are drawn. Powerball® drawings are held every Wednesday and Saturday night at 9:59 p.m. Hot Lotto® drawings are held every Wednesday and Saturday night at 9:40 p.m. Mega Millions® drawings are held every Tuesday and Friday night at 10 p.m. All or Nothing™ midday drawings are held at 12:45 p.m. daily. All or Nothing™ evening drawings are held at 8:45 p.m. daily. Pick 3 and Pick 4 Midday drawings are held at approximately 12:50 p.m. each day. Pick 3 and Pick 4 Evening drawings are held at approximately 8:50 p.m. daily. Lucky for Life® drawings are held Mondays and Thursdays at 9:38 p.m.

Easy Pick—Refers to the practice of having the computer pick the numbers on a ticket in a lotto game instead of the player picking them.

Exact Order—Refers to the consecutive order played in the Pick 3 and Pick 4 game. If a player selects 1-2-3, they would win only if those numbers were drawn in that exact order.

Scratch Games—Games played by scratching off the latex covering on a ticket. The player then identifies if they've won a prize.

Lotto Games—Refers to games purchased from lottery terminals at retail locations. Currently, the Iowa Lottery offers Powerball®, Mega Millions®, Hot Lotto®, Pick 3, Pick 4, Lucky for Life® and All or Nothing™.

Multi-Draw Option—Used when a player wishes to play the same numbers in a lotto game for consecutive drawings.

Multi State Lottery Association—A lottery vendor based in Urbandale that conducts several drawings on behalf of the Iowa Lottery.

Play Slip—Used when a player wants to pick their own numbers in a lotto game.

Pull-tab Games—Instant games played by pulling the tabs on the back of the ticket to reveal the game. Players win by matching symbols and know the amount of the prize won by checking the prize legend on the ticket. Prizes are paid instantly at the same location where the ticket was purchased or at a lottery office.

Unclaimed Prize—A prize for which no one has come forward with a valid winning ticket. View a list of current unclaimed lotto prizes at: www.ialottery.com/Games/unclaimedlotto.asp

Validated Ticket—A ticket that the lottery or a lottery retailer has verified as a winner through the lottery's sales and validation system.