



**INSTANT GAME RULES
AND GUIDELINES**

INSTANT TICKET GAME #538

**“LUCKY NUMBERS
GAME BOOK”**

SECTION 1 - PURPOSE OF GUIDELINES

These game specific rules and guidelines are issued pursuant to Iowa Code Section 99G.9 (4) (2021) and are intended to supplement the Iowa Lottery's administrative rules published in the Iowa Administrative Code chapter 531. In the event of inconsistency, these game specific rules control any contrary administrative code provisions.

SECTION 2 - EFFECTIVE DATE

These rules become effective July 7, 2021 and will remain effective through the announced end of Instant Game #538 unless earlier modified or rescinded by the Lottery Authority CEO.

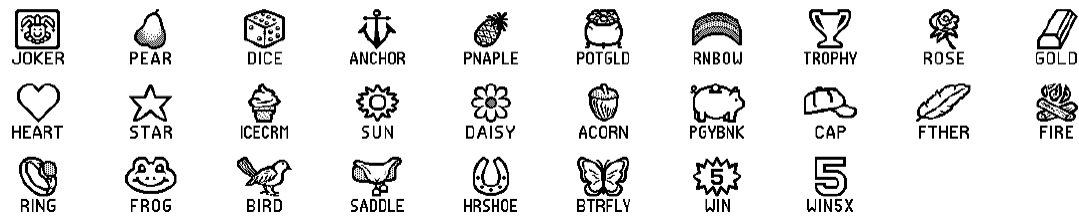
SECTION 3 - DEFINITIONS

- 3.1 "Ticket" means an Iowa Instant Game #538 Ticket.
- 3.2 "Ticket Validation Codes" for Instant Game #538 is the unique ten (10) character code printed on the Power 5s game, at the bottom of the Page 1 play area in a horizontal position underneath the game scratch-off coating and overprint.
- 3.3 "Pack" means a pack of fanfolded Instant Game Tickets which are attached to each other by perforations. These fanfolded Tickets are packed in plastic shrink wrapping. In Instant Game #538, a "Pack" shall consist of 15 Instant Game Tickets fanfolded bearing a common pack number and having a Ticket number starting at 000 and continuing through 014.
- 3.4 "Pack-Ticket Number" is the 12-digit number of the form 538-100001-000 printed on the bottom back of the ticket above the barcode, on the top back of the ticket, and on the front cover in the bottom right corner in black ink. This number shall also appear on all pages of LUCKY NUMBERS GAME BOOK in the abbreviated form 100001-000. A Universal Product Code (UPC) number shall also be printed on the back of the Ticket.
- 3.5 "Play Symbols" for Instant Game #538 are as follows:

Page 1 Power 5s:

Thirty-five (35) of the following Play/Prize Symbols will appear in the KEY SYMBOL and POWER SPOTS play areas. All symbols will be displayed in black. Captions as shown below:

POWER 5'S - PAGE 1 OF 6 - KEY SYMBOL PLAY SYMBOLS



POWER 5'S - PAGE 1 OF 6 - KEY SYMBOL PRIZE SYMBOLS



POWER 5'S - PAGE 1 OF 6 - POWER SPOT WINNING PRIZE SYMBOLS

\$5.00 FIVE	\$10.00 TEN	\$20.00 TWENTY	\$25.00 TWYFIV	\$30.00 THIRTY
\$40.00 FORTY	\$50.00 FIFTY	\$60.00 SIXTY	\$75.00 SVTFIV	\$100 ONE HUN

POWER 5'S - PAGE 1 OF 6 - POWER SPOT NON-WINNING PLAY SYMBOLS

TRY AGAIN	NOT TODAY	MAYBE NEXT TIME	CLOSE CLOSE	YOU TRIED	ALMOST ALMOST	SORRY SORRY
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Page 2 Sizzling 6s:

Forty-five (45) of the following Play/Prize Symbols will appear in the Key Number Match play area. All symbols will be displayed in black. Captions as shown below:

SIZZLING 6'S - PAGE 2 OF 6 - PLAY SYMBOLS

01 ONE	02 TWO	03 THR	04 FOR	07 SEV	08 EGT	09 NIN	11 ELV	12 TWL	13 TRN
14 FRN	15 FTN	17 SVN	18 ETN	19 NTN	21 TWON	22 TUTO	23 TWTH	24 TWFR	27 TUSV
28 TWET	29 TUNN	31 THON	32 THTO	33 THTH	34 THFR	35 THFV	37 THSV	38 THET	39 THNN
41 FRON	42 FRTO	43 FRTH	44 FRFR	45 FRFV	47 FRSV	48 FRET	49 FRNN	6 WIN	

SIZZLING 6'S - PAGE 2 OF 6 - PRIZE SYMBOLS

\$5.00 FIVE	\$10.00 TEN	\$20.00 TWENTY	\$25.00 TWYFIV	\$30.00 THIRTY	\$40.00 FORTY	\$50.00 FIFTY	\$60.00 SIXTY
\$75.00 SVTFIV	\$100 ONE HUN	\$200 TWO HUN	\$500 FIV HUN	\$1,000 ONE THOU	\$10,000 10 THOU	\$100,000 100 THOU	COUNT BONUS

Page 3 Lucky 7s:

Forty-six (46) of the following Play/Prize Symbols appear in the Key Number Match and Fast \$50 play areas. All symbols will be displayed in black. Captions as shown below:

LUCKY 7'S - PAGE 3 OF 6 - KEY NUMBER MATCH PLAY SYMBOLS

01 ONE	02 TWO	03 THR	04 FOR	06 SIX	08 EGT	09 NIN	11 ELV	12 TWL	13 TRN
14 FRN	15 FTN	16 SXN	18 ETN	19 NTN	21 TWON	22 TUTO	23 TWTH	24 TWFR	26 TUSX
28 TWET	29 TUNN	31 THON	32 THTO	33 THTH	34 THFR	35 THFV	36 THSX	38 THET	39 THNN
41 FRON	42 FRTO	43 FRTH	44 FRFR	45 FRFV	46 FRSX	48 FRET	49 FRNN	7 WIN7X	

LUCKY 7'S - PAGE 3 OF 6 - PRIZE SYMBOLS

\$5.00 FIVE	\$10.00 TEN	\$20.00 TWENTY	\$25.00 TWYFIV	\$30.00 THIRTY	\$40.00 FORTY	\$50.00 FIFTY	\$60.00 SIXTY
\$75.00 SVTFIV	\$100 ONE HUN	\$200 TWO HUN	\$500 FIV HUN	\$1,000 ONE THOU	\$10,000 10 THOU	\$100,000 100 THOU	

LUCKY 7'S - PAGE 3 OF 6 - FAST \$50 PLAY SYMBOLS

 FISH	 DRINK	 BOWTIE	 CAKE	 PENCIL	 MOUSE	 WIN\$50
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Page 4 Wild 8s:

Thirty-seven (37) of the following Play/Prize Symbols will appear in the Key Number Match and Fast \$50 play areas. All symbols will be displayed in black. Captions as shown below:

WILD 8'S - PAGE 4 OF 6 - KEY NUMBER MATCH PLAY SYMBOLS

01 ONE	02 TWO	03 THR	04 FOR	06 SIX	07 SEV	09 NIN	11 ELV	12 TWL	13 TRN
14 FRN	15 FTN	16 SXN	17 SVN	19 NTN	21 TWN	22 TUTO	23 TWT	24 TWFR	26 TUSX
27 TUSV	29 TUNN	31 THON	32 THTO	33 THTH	34 THFR	35 THFV	36 THSX	37 THSV	39 THNN
41 FRON	42 FRTO	43 FRTH	44 FRFR	45 FRFV	46 FRSX	47 FRSV	49 FRNN	8 WIN	

WILD 8'S - PAGE 4 OF 6 - PRIZE SYMBOLS

\$5.00 FIVE	\$10.00 TEN	\$20.00 TWENTY	\$25.00 TWYFIV	\$30.00 THIRTY	\$40.00 FORTY	\$50.00 FIFTY	\$60.00 SIXTY
\$75.00 SVTFIV	\$100 ONE HUN	\$200 TWO HUN	\$500 FIV HUN	\$1,000 ONE THOU	\$10,000 10 THOU	\$100,000 100 THOU	

WILD 8'S - PAGE 4 OF 6 - FAST \$50 PLAY SYMBOLS

TENT	PURSE	HAT	PIPE	BLOONS	BOOK	WIN\$50
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Page 5 Neon 9s:

Forty-five (45) of the following Play/Prize Symbols will appear in the GAME 1 to 15 play areas. All symbols will be displayed in black. Captions as shown below:

NEON 9'S - PAGE 5 OF 6 - GAME 1-15 PLAY SYMBOLS

GOBLET	CASTLE	CROWN	HELMET	CHAIR	BOOK	HORN	NEST	BELL	BUTTON
CORN	NOTE	COMET	GOPHER	HORSE	COIN	MNYSTK	KEY	BOLT	LDYBUG
MOON	CHERRY	COW	APPLE	BBERIES	LAMP	PLANET	WIN9X		

NEON 9'S - PAGE 5 OF 6 - GAME 3 PRIZE SYMBOLS

\$5.00 FIVE	\$10.00 TEN	\$20.00 TWENTY	\$25.00 TWYFIV	\$30.00 THIRTY	\$40.00 FORTY	\$50.00 FIFTY	\$60.00 SIXTY
\$75.00 SVTFIV	\$100 ONE HUN	\$200 TWO HUN	\$500 FIV HUN	\$1,000 ONE THOU	\$10,000 10 THOU	\$100,000 100 THOU	

Page 6 Towering 10s:

Forty-eight (48) of the following Play/Prize Symbols will appear in the Key Number Match and Fast \$50 play areas. All symbols will be displayed in black. Captions as shown below:

TOWERING 10'S - PAGE 6 OF 6 - KEY NUMBER MATCH PLAY SYMBOLS

01 ONE	02 TWO	03 THR	04 FOR	06 SIX	07 SEV	08 EGT	09 NIN	11 ELV
12 TWL	13 TRN	14 FRN	15 FTN	16 SXN	17 SVN	18 ETN	19 NTN	21 TWN
22 TUTO	23 TWT	24 TWFR	26 TUSX	27 TUSV	28 TWET	29 TUNN	31 THON	32 THTO
33 THTH	34 THFR	35 THFV	36 THSX	37 THSV	38 THET	39 THNN	41 FRON	42 FRTO
43 FRTH	44 FRFR	45 FRFV	46 FRSX	47 FRSV	48 FRET	49 FRNN	10 WIN10X	

TOWERING 10'S - PAGE 6 OF 6 - GAME 3 PRIZE SYMBOLS

\$5 ⁰⁰ FIVE	\$10 ⁰⁰ TEN	\$20 ⁰⁰ TWENTY	\$25 ⁰⁰ TWYFIV	\$30 ⁰⁰ THIRTY	\$40 ⁰⁰ FORTY	\$50 ⁰⁰ FIFTY	\$60 ⁰⁰ SIXTY
\$75 ⁰⁰ SVTFIV	\$100 ONE HUN	\$200 TWO HUN	\$500 FIV HUN	\$1,000 ONE THOU	\$10,000 TO THOU	\$100,000 100 THOU	

TOWERING 10'S - PAGE 6 OF 6 - FAST \$50 PLAY SYMBOLS



3.6 “Legends”

Page 1 – Power 5s The legends KEY SYMBOL, PRIZE and POWER SPOT will be imaged in black above their respective play areas. A dashed black line will be imaged horizontally between each KEY SYMBOL/PRIZE play areas and a solid black line will be imaged vertically between the KEY SYMBOL and the PRIZE amount.

Page 2 – Sizzling 6s The legends YOUR NUMBERS and WINNING NUMBERS will be imaged in black above their respective play areas. A solid black line will be imaged around the WINNING NUMBERS and a dashed black line will be imaged between each of the play/prize symbol play spots.

Page 3 – Lucky 7s The legends YOUR NUMBERS, WINNING NUMBERS and FAST 50 will be imaged in black above their respective play areas. A solid black line will be imaged around the WINNING NUMBERS and a dashed black line will be imaged between each of the play/prize symbol play spots.

Page 4 – Wild 8s The legends YOUR NUMBERS, WINNING NUMBERS and FAST 50 will be imaged in black above their respective play areas. A solid black line will be imaged around the WINNING NUMBERS and a dashed black line will be imaged between each of the play/prize symbol play spots.

Page 5 – Neon 9s The legends GAME 1 through GAME 15 will be imaged above their respective play areas. A dashed black line will be imaged between each of the play/prize symbol play spots.


Page 6 – Towering 10s The legends YOUR NUMBERS, WINNING NUMBERS and FAST 50 will be imaged in black above or beside their respective play areas. A solid black line will be imaged around the WINNING NUMBERS and a dashed black line will be imaged between each of the play/prize symbol play spots. The legend CHECK YOUR TICKET will be imaged in Magenta above the Validation Data Matrix Barcode.

3.7 A “Non-Winning Ticket” is defined as an Iowa Instant Game #538 Ticket which is not intended to be a winning Ticket.

SECTION 4 - DETERMINATION OF INSTANT PRIZE WINNERS

4.1 Scratch all play areas on all games to reveal the Play/Prize Symbols for each game.

Page 1 – Power 5s

Reveal a  symbol, instantly win the corresponding prize. Reveal a  symbol, win FIVE TIMES the prize for that symbol.

POWER SPOTS: Reveal a prize amount in any of the POWER SPOTS, win that amount.


Page 2 – Sizzling 6x

1. Match any of YOUR NUMBERS to any of the WINNING NUMBERS, win the PRIZE for that number.

2. Reveal 3 or more “6” symbols in the play area, win the corresponding prize in the PRIZE LEGEND. (Only highest prize paid.)


Page 3 – Lucky 7s

Match any of YOUR NUMBERS to any of the WINNING NUMBERS, win prize shown below that number. Reveal a “7” symbol, win SEVEN TIMES the PRIZE for that symbol.

Scratch the FAST \$50 AREA, reveal a “” symbol, instantly win \$50!

Page 4 – Wild 8s

Match any of YOUR NUMBERS to any of the WINNING NUMBERS, win prize shown below that number. Reveal a “8” symbol, instantly win the prize below.


Scratch the FAST \$50 AREA, reveal a “” symbol, instantly win \$50!

Page 5 – Neon 9s

Reveal 2 identical symbols in the same GAME, win the corresponding PRIZE for that GAME. Reveal a “9” symbol, win NINE TIMES the prize for that symbol. Each GAME plays separately.

Page 6 – Towering 10s

Match any of YOUR NUMBERS to any of the WINNING NUMBERS, win the PRIZE below. Reveal a “10” symbol, win TEN TIMES the PRIZE for that symbol.

Scratch the FAST \$50 AREAS, reveal a “” symbol, instantly win \$50!

The Ticket Holder can win up to fourteen (14) times on this ticket. The prize amounts are as follows:

\$ 20.00	(Twenty dollars) or
\$ 25.00	(Twenty-five dollars) or
\$ 30.00	(Thirty dollars) or
\$ 40.00	(Forty dollars) or
\$ 50.00	(Fifty dollars) or
\$ 60.00	(Sixty dollars) or
\$ 75.00	(Seventy-five dollars)
\$ 100.00	(One hundred dollars) or
\$ 200.00	(Two hundred dollars) or
\$ 500.00	(Five hundred dollars) or
\$ 1,000.00	(One thousand dollars) or
\$ 10,000.00	(Ten thousand dollars) or
\$ 100,000.00	(One hundred thousand dollars)

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

- 4.3 In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 6 of these Rules and the requirements set out on the back of each Instant Game Ticket.
- 4.4 The Ticket Validation Number (including any portion thereof) is not a Play Symbol and is not usable as such.

SECTION 5 - NUMBER AND VALUE OF INSTANT PRIZES

There will be approximately 1,763,670 tickets. The expected number and value of prizes in the game are as follows:

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$ 20.00	264,548	1: 6.67	Paid by Retailer
\$ 25.00	117,574	1: 15.00	Paid by Retailer
\$ 30.00	117,589	1: 15.00	Paid by Retailer
\$ 40.00	88,179	1: 20.00	Paid by Retailer
\$ 50.00	58,601	1: 30.10	Paid by Retailer
\$ 60.00	29,403	1: 59.98	Paid by Retailer
\$ 75.00	14,676	1: 120.17	Paid by Retailer
\$ 100.00	5,875	1: 300.20	Paid by Retailer
\$ 200.00	2,494	1: 707.17	Paid by Retailer
\$ 500.00	1,628	1: 1,083.34	Paid by Retailer
\$ 1,000.00	665	1: 2,652.14	Paid by Lottery
\$ 10,000.00	15	1: 117,578.00	Paid by Lottery
\$ 100,000.00	15	1: 117,578.00	Paid by Lottery

The overall odds are 1: 2.51.

SECTION 6 - INSTANT TICKET VALIDATION REQUIREMENTS

Besides meeting all of the other requirements in these rules and as printed on the back of each Instant Game Ticket, the following Validation Requirements will apply with regard to the Instant Game Tickets in Iowa Instant Game #538.

- 6.1 To be a valid Instant Game Ticket, all of the following requirements must be met:
- A. The Ticket must be complete, and not miscut, and as stated on every page of the entire game book, the ticket is void if any of the pages are separated from the book. Each Ticket shall have a Game-Pack-Ticket Number on the front cover; and a Game-Pack-Ticket Number at top and bottom, UPC barcode, I2of5 Barcode, and Inventory Control Barcode on the back cover. All Pages must have a Pack-Ticket Number.
- Page 1 – Power 5s** must have exactly twenty (20) play symbols and their related captions and fifteen (15) prize amounts and their related captions appearing under the scratch-off play spots. Page 1 must have 10 digit validation number printed at bottom of the main play area in game Power 5s.
- Page 2 – Sizzling 6s** must have exactly twenty-five (25) play symbols and their related captions and twenty (20) prize amounts and their related captions appearing under the scratch-off play spots.

Page 3 – Lucky 7s must have exactly twenty-six (26) play symbols and their related captions and twenty (20) prize amounts with their related captions appearing under the scratch-off play spots.

Page 4 – Wild 8s must have exactly twenty-one (21) play symbols and their related captions and sixteen (16) prize amounts with their related captions appearing under the scratch-off play spots and Inventory Control Barcode.

Page 5 – Neon 9s must have exactly thirty (30) play symbols and their related captions and fifteen (15) prize amounts with their related captions appearing under the scratch-off play spots.

Page 6 – Towering 10s must have exactly twenty-eight (28) play symbols and their related captions and twenty (20) prize amounts with their related captions appearing under the scratch-off play spots. Page 6 must have a 2D validation barcode with legend Check Your Ticket in bottom right corner.

- B. Each of the Play Symbols must be present in its entirety and be fully legible.
- C. Each of the Play Symbols must be printed in black ink.
- D. The Ticket shall be intact.
- E. The Pack-Ticket Number and Ticket Validation Number must be present in their entirety and be fully legible. The Ticket Validation Number shall correspond, using the Lottery's codes, to the Play Symbols on the Ticket.
- F. The Ticket must not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner.
- G. The Ticket must not be counterfeit in whole or in part.
- H. The Ticket Validation Number and the Pack-Ticket Number shall be printed in black ink.
- I. The Ticket must have been issued by the Lottery in an authorized manner.
- J. The Ticket must not be stolen nor appear on any list of omitted Tickets on file at the Lottery.
- K. The Play Symbols, Ticket Validation Number and Pack-Ticket Number must be right side up and not reversed in any manner.
- L. The Ticket Validation Numbers of an apparent winning Ticket shall appear on the Lottery's official list of Validation Numbers of winning Tickets; and a Ticket with that Validation Number shall not have been paid previously.
- M. The Ticket must not be blank or partially blank, misregistered, defective, or printed or produced in error.
- N. The game play area must be exactly as described in paragraph 3.5.
- O. Each of the Play Symbols on the Ticket must be printed in the Symbol Font and must correspond precisely to the artwork on file at the Lottery; each of the legends must

correspond precisely to the artwork on file at the Lottery; the Pack-Ticket number must correspond precisely to the artwork on file at the Lottery; and the Ticket Validation Numbers must be printed in the Validation Font and must correspond precisely to the artwork on file at the Lottery.

- P. The display printing must be regular in every respect and correspond precisely with the artwork on file at the Lottery.
- Q. The Ticket must pass all additional validation tests provided for in the Rules of the Iowa Lottery and confidential validation tests of the Lottery.

- 6.2 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The CEO may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. If a defective Ticket is purchased, the only responsibility or liability of the CEO shall be the replacement of the defective Ticket with an unplayed Ticket from the same game or any other game, or a refund of the sale price of the ticket.

SECTION 7 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY

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

SECTION 8 - PRICE OF TICKET

The price of an Instant Game #538 ticket is \$20.00.