



**INSTANT GAME RULES
AND GUIDELINES**

INSTANT TICKET GAME #895

BONUS BALL BINGO

SECTION 1 - PURPOSE OF GUIDELINES

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

SECTION 2 - EFFECTIVE DATE

These rules become effective upon introduction into the marketplace in Iowa and will remain effective through the announced end of Instant Game #895 unless earlier modified or rescinded by the Iowa Lottery Authority CEO.

SECTION 3 - DEFINITIONS

- 3.1 "Ticket" means an Iowa Instant Game #895 Ticket.
- 3.2 "Ticket Validation Codes" for Instant Game #895 is the unique 10 character code printed on the front of the ticket at the bottom of the CALLER'S CARD play area, 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 #895, a "Pack" shall consist of 150 Instant Game Tickets fanfolded bearing a common pack number and having a Ticket number starting at 000 and continuing through 149.
- 3.4 "Pack-Ticket Number" is the 12-digit number of the form 895-100001-000 printed on the back of the ticket and above the barcode in black ink. This number shall also appear on the front of the ticket in the abbreviated form 100001-000. A Universal Product Code (UPC) number shall also be printed on the back of the Ticket.
- 3.5 "Caller's Card Play Symbols" for Instant Game #895 are as follows. B01-B15, I16-I30, N31-N45, G46-G60, and O61-O75. Thirty-one (31) of these Play Symbols appear under the rub-off area on the front of the Ticket in symbol Font. There is one play symbol under each of the twenty-eight (28) "CALLER'S CARD" rub-off spots. Three (3) of these Play Symbols appear under the BONUS BINGO BALLS rub-off area.

"Player's Card Play Symbols" for Instant Game #895 are the following: 01-75. One Hundred (100) of these Play symbols, twenty-four (24) plus one Free Space will appear on each of the four (4) Player's Cards located on the front right portion of the Ticket. There are twenty-five (25) Play Symbols on each of the four (4) Player's cards marked CARD 1, CARD 2, CARD 3, and CARD 4. Translucent scratch-off material is laid over the top of each of the four (4) Player's Cards allowing the imaged symbols to show through.

The Caller's Card Play Symbols, the Bonus Number Play Symbols and the Player's Card Play Symbols will be imaged in black.

- 3.6 "Legends" The legend CALLER'S CARD and BONUS BINGO BALLS will be imaged in black above their respective play area. The legend CHECK YOUR TICKET will be imaged in Magenta above the Validation Data Matrix Barcode. Grid lines will be imaged in black between the CALLER'S CARD numbers and BONUS BINGO BALL numbers.

- 3.7 A "Non-Winning Ticket" is defined as an Iowa Instant Game #895 Ticket which is not intended to be a winning Ticket.

SECTION 4 - DETERMINATION OF INSTANT PRIZE WINNERS

- 4.1 "Game Play Area": Bingo is a three (3) part vertically oriented game.

The first part is the Caller's Card which contains twenty-eight (28) Call Numbers and three (3) Bonus Bingo Ball Numbers covered by opaque scratch-off coating.

The second part consists of four (4) Player's Cards each containing twenty-four (24) numbers plus one Free Space on a 5 x 5 grid covered by a translucent scratch-off coating.

The third part consists of a BONUS BINGO BALLS play area which contains three (3) Bonus Numbers plus three (3) Prize Amounts covered by opaque scratch-off coating

Players win by matching the Caller's Card numbers to the numbers on the four Player's Cards. If they find a diagonal, vertical, or horizontal straight line or the four corners of the grid, or an X they win a prize according to the legend of the respective playing grid. If they match any of the Bonus Bingo Ball Numbers to any of the numbers on the four Player's Cards, they win the prize shown below that Bonus Bingo Ball number.

If any of your three (3) BONUS BINGO BALL numbers appear on CARDS 1 thru 4, you win the corresponding prize amount shown below that BONUS BINGO BALL number. Only Bonus Bingo Ball numbers are eligible as Bingo Numbers. Bonus Bingo Ball Prize Amounts are not bingo numbers and cannot be scratched on Cards 1 thru 4 as a Bingo Number. Bonus Bingo Ball numbers are eligible in the possible completion of a winning bingo combination listed for Cards 1 thru 4.

Players can win up to seven (7) times on a ticket. The consolidated prize amounts are as follows:

\$2 ^{.00}	(two dollars) or
\$3 ^{.00}	(three dollars) or
\$5 ^{.00}	(five dollars) or
\$10 ^{.00}	(ten dollars) or
\$25 ^{.00}	(twenty-five dollars) or
\$30 ^{.00}	(thirty dollars) or
\$50 ^{.00}	(fifty dollars) or
\$150	(one hundred fifty dollars) or
\$250	(two hundred fifty dollars) or
\$500	(five hundred dollars) or
\$1,000	(one thousand dollars) or
\$2,500	(two thousand five hundred dollars) or
\$25,000	(twenty five 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 7,045,050 tickets in the game. The expected number and value of prizes in the game are as follows:

Instant Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$ 2.00	1,095,958	1:6.43	Paid by Retailer
\$ 3.00	485,387	1:14.51	Paid by Retailer
\$ 5.00	203,550	1:34.61	Paid by Retailer
\$ 10.00	125,276	1:56.24	Paid by Retailer
\$ 25.00	46,932	1:150.11	Paid by Retailer
\$ 30.00	15,660	1:449.88	Paid by Retailer
\$ 50.00	2,902	1:2,427.65	Paid by Retailer
\$ 150.00	927	1:7,599.84	Paid by Retailer
\$ 250.00	228	1:30,899.34	Paid by Retailer
\$ 500.00	171	1:41,199.12	Paid by Retailer
\$ 1,000.00	60	1:117,417.50	Paid by Lottery
\$ 2,500.00	29	1:242,932.76	Paid by Lottery
\$ 25,000.00	29	1:242,932.76	Paid by Lottery

The overall odds are 1:3.56

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 #895.

- 6.1 To be a valid Instant Game Ticket, all of the following requirements must be met:
- A. The Ticket must be complete, and not miscut, and have exactly twenty-eight (28) Caller’s Card Play Symbols located under the rub-off spots in the CALLER’S CARD play area on the front of the ticket, exactly three (3) Bonus Ball Bingo Number Play Symbols located under

the rub-off BONUS BINGO BALLS area located at the bottom of the CALLER'S CARD area, exactly one hundred (100) Player's Card Play Symbols located on the front of the Ticket, exactly one legend CALLER'S CARD must appear above the CALLER'S CARD area, exactly one legend BONUS BINGO BALLS must appear above the BONUS BINGO BALLS area and exactly one legend CHECK YOUR TICKET must appear above the Validation Data Matrix Barcode in the SCRATCH 2 CASH area. The ticket must also have exactly one Pack-Ticket Number, exactly one Validation Number, exactly one Inventory Tracking Barcode, exactly one Validation Data Matrix Barcode printed on the front of the ticket. The ticket must also have exactly one I2of5 Barcode with the game number and pack and ticket number appearing above the barcode, UPC barcode and exactly one Inventory Tracking Barcode on the back of the ticket.

- B. Each of the Play Symbols must be present in its entirety and be fully legible.
- C. Each of the Play Symbols must be printed in black ink.
- D. The Ticket shall be intact.
- E. The Pack-Ticket Number and Ticket Validation Number must be present in their entirety and be fully legible. The Ticket Validation Number shall correspond, using the Lottery's codes, to the Play Symbols on the Ticket.
- F. The Ticket must not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner.
- G. The Ticket must not be counterfeit in whole or in part.
- H. The Ticket Validation Number and the Pack-Ticket Number shall be printed in black ink.
- I. The Ticket must have been issued by the Lottery in an authorized manner.
- J. The Ticket must not be stolen nor appear on any list of omitted Tickets on file at the Lottery.
- K. The Play Symbols, Ticket Validation Number and Pack-Ticket Number must be right side up and not reversed in any manner.
- L. The 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 paragraphs 3.5 and 3.6.
- O. Each of the Play Symbols on the Ticket must be printed in the Symbol Font and must correspond precisely to the artwork on file at the Lottery; each of the legends must correspond precisely to the artwork on file at the Lottery, the Pack-Ticket number must correspond precisely to the artwork on file at the Lottery; and the Ticket Validation Numbers must be printed in the Validation Font and must correspond precisely to the artwork on file at the Lottery.

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

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

SECTION 7 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY

- 7.1 All game prizes must be claimed within 90 days of the announced end of the game. Any prize not claimed within the period specified herein and in the manner specified on the back of each Ticket shall be forfeited. In the event the last day to claim a prize falls on a Saturday, a Sunday, a legal holiday or any other day appointed or recommended by the Governor of Iowa or the President of the United States as a day of fasting or thanksgiving, the time to claim shall be extended to the close of business on the next day thereafter when Lottery offices are open for business. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when claimant is legally required to fill out tax forms in order to claim the prize.
- 7.2 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 #895 ticket is \$2.00.