



**PULL-TAB GAME RULES  
AND GUIDELINES**

**PULL-TAB GAME #39**

**MIDNIGHT BELLS**

**Section 1 - PURPOSE OF RULES**

These game specific rules are issued pursuant to Iowa Code section 99G.9(4) (2021) and are intended to specify only details and restrictions applicable to a particular pull-tab game as opposed to pull-tab games in general. These game specific rules expressly incorporate the Iowa Lottery’s administrative rules, which appear in Chapter 531 of the Iowa Administrative Code. Except for administrative rules relating to the Lottery’s responsibility for invalid or defective tickets, in the event of inconsistency, these game specific rules control any contrary administrative code provisions.

**Section 2- EFFECTIVE DATE**

These rules become effective on July 12, 2021 and will remain effective until modified or rescinded by the Iowa Lottery Authority CEO.

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

- 3.1 "Ticket" means an Iowa Pull-tab Game #39 Ticket.
- 3.2 "Play Symbols" consist of pictures of Bell, Horseshoe, Bar, Cards, Dice, Rake, Diamond, Time Square Clock, Flowers, and Clock. Specific combinations of these symbols appear under each tab on the back of the ticket. Prizes are won with 3 winning symbol combinations printed vertically or diagonally and connected with an arrow for each winning combination. The total amount won will also appear in black on the far left but on the lower most winning arrowhead tab showing the total dollar amount the ticket pays.
- 3.3 "Unit" means a shrink-wrapped "sleeve" of pull-tab tickets containing 540 tickets.
- 3.4 "Carton" means a box containing four units of pull-tab tickets.
- 3.5 "Unit Serial Number" is the nine digit number appearing on the front of the ticket.

**Section 4 - DETERMINATION OF WINNING TICKET**

“Midnight Bells” is played by peeling apart the five tabs located on the back of the ticket. Three symbols are printed under each tab. Check all five tab areas. If three consecutive symbols printed vertically or diagonally under any of the tabs match identically any of the winning combinations as shown on the ticket front, the player wins the corresponding prize. Winning tickets have an arrow connecting each winning combination and a prize code printed in black on the far left of the lower most winning arrowhead tab showing the total dollar amount the ticket pays. All winning tickets shall be paid by the retailer who sold the player the ticket.

The prize amounts are as follows:

2 Bells and 1 Horseshoe	\$ 50.00
2 Bells and 1 Bar	\$ 25.00
2 Bells and 1 Cards	\$ 5.00
2 Bells and 1 Dice	\$ 2.00
2 Bells and 1 Rake	\$ 1.00
2 Bells and 1 Diamond	\$ 0.50

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

<b>Prize</b>	<b>Number of Winners</b>	<b>Prize Payout</b>
\$ 50.00	1	\$ 50.00
\$ 25.00	1	\$ 25.00
\$ 5.00	4	\$ 20.00
\$ 2.00	20	\$ 40.00
\$ 1.00	15	\$ 15.00
\$ 0.50	36	\$ 18.00

The overall odds of winning a prize in this game are 1 in 7.01.

**Section 6 - VALIDATION REQUIREMENTS**

- A. Each winning ticket will have a prize code printed in black on the far left of the lower most winning arrowhead tab showing the total dollar amount the ticket pays.
- B. After the player has signed their ticket, verify that the winning ticket was sold at your location by swiping the barcode through the barcode reader.
- C. Pay the amount indicated by the prize code.
- D. Destroy the prize code before disposing of the ticket.

**Section 7 - PRICE**

The price of a Pull-Tab Game #39 Ticket is \$ 0.50.

**Section 8 - CLAIMS AND TICKET RESPONSIBILITY**

- 8.1 All prizes must be claimed at the place of business of the retailer, which sold the ticket.
- 8.2 A pull-tab ticket is a bearer instrument until signed on the back by the owner.
- 8.3 If a defective ticket is purchased, the only responsibility or liability of the 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. By purchasing or obtaining a ticket, a player agrees to the terms of these rules, including but not limited to the limitation of remedy for an invalid or defective ticket.