



**GAME RULES
AND GUIDELINES**

GAME #145

BULLSEYE DOUBLER

SECTION 1 - PURPOSE OF GUIDELINES

These game specific rules are issued consistent with the authority in Iowa Code § 99G.9(4) (2014) and Iowa Code § 99G.31(2)(b) (2014). The game specific rules are generated in compliance with the Instant Ticket General Rules in 531 Iowa Administrative Code Chapter 18, and incorporate the rules in Chapter 18 relating to InstaPlay games. In the event of inconsistencies, these game specific rules control any contrary provisions of the Instant Ticket General Rules in 531 Iowa Administrative Code Chapter 18. In purchasing a play for or otherwise participating in an InstaPlay game, the player agrees to comply with and abide by the Iowa Lottery’s statutes, administrative rules, and these specific game rules.

SECTION 2 - EFFECTIVE DATE

These rules become effective on July 16, 2017 and will remain effective through the announced end of InstaPlay Game #145 unless earlier modified or rescinded by the Iowa Lottery Authority CEO.

SECTION 3 - DEFINITIONS

- 3.1 "Ticket" means an Iowa InstaPlay Game #145 Ticket.
- 3.2 "Ticket Validation Code" for InstaPlay Game #145 means the three (3) bar codes found at the bottom of the front of the Ticket.
- 3.3 "Pack" means an electronic pack of InstaPlay Game Tickets. In InstaPlay Game #145, a "Pack" shall consist of 1,000 InstaPlay Game Tickets with a common Pack Number and having a Ticket Number starting at 000 and continuing through 999.
- 3.4 "Ticket Identification Number" is the twelve (12) digit number of the form 143-100001-000 and the unique ten (10) character validation code printed above the Game Play Area.
- 3.5 "Game Play Area Symbols" for InstaPlay Game #145 are as follows:

WINNING DART NUMBERS

1	4	6	7	8	9			
ONE	FOR	SIX	SEV	EGT	NIN			
11	12	13	14	15	16	17	18	19
ELVN	TWLV	THIR	FORT	FIVTN	SXTN	SVTN	EGTN	NINT
21	22	23	24	25	26	27	28	29
THYON	THYTH	TWTHR	TWFOR	TWFIV	THYSX	TWSEV	TWEGT	TWNIN
30	31	32	33	34	35			
THT	TRON	TRTO	TRTR	TRTF	TRFIV			

YOUR TARGET NUMBERS

1	4	6	7	8	9				
ONE	FOR	SIX	SEV	EGT	NIN				
11	12	13	14	15	16	17	18	19	
ELVN	TWLV	THIR	FORT	FIVTN	SXTN	SVTN	EGTN	NINT	
21	22	23	24	25	26	27	28	29	
TWYON	TWYTH	TWTHR	TWFOR	TWFIV	TWYSX	TWSEV	TWEGT	TWNIN	
30	31	32	33	34	35				
THT	TRON	TRTO	TRTR	TRTF	TRFIV				

BULLSEYE



PRIZE SYMBOLS

\$2	\$5	\$10	\$20	\$50	\$100
TWO	FIV DOL	TENDOL	TWENTY	FIFTY	ONEHUN
\$3	\$500	\$5,000			
THREE	FIVHUN	FIVTHO			

- 3.6 “Legends”: The Legends “Winning Dart Numbers”, “Your Target Numbers”, and “Bullseye” will be printed horizontally on the ticket, above their respective Game Play Areas.
- 3.7 A “Non-winning Ticket” is defined as an Iowa InstaPlay Game #145 Ticket which is not intended to be a winning ticket.

SECTION 4 - DETERMINATION OF INSTAPLAY PRIZE WINNERS

- 4.1 “Game Play Area”: “BULLSEYE DOUBLER” is an InstaPlay Ticket game.

The play area contains three (3) “winning dart numbers” play spots. There are twelve (12) “your target numbers” play spots, and twelve (12) associated “prize symbols”. There is also one (1) “bullseye” play spot.

Match any of YOUR TARGET NUMBERS to any of the WINNING DART NUMBERS, win prize shown for that TARGET NUMBER. If the ticket wins and has a "bullseye" symbol in the center target, any prize amount won is DOUBLED. Players may win up to three (3) times per ticket.

Players can win the following consolidated prizes:

\$2.00	(Two dollars) or
\$3.00	(Three dollars) or
\$5.00	(Five dollars) or
\$10.00	(Ten dollars) or
\$20.00	(Twenty dollars) or
\$50.00	(Fifty dollars) or
\$100.00	(One hundred dollars) or
\$500.00	(Five hundred dollars) or
\$5,000.00	(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 InstaPlay Game.
- 4.3 In all events, the determination of prize winners shall be subject to the general Ticket validation requirements set forth in Section 6 of these Rules and the requirements set out in 531 Iowa Administrative Code Chapter 18.
- 4.4 Terminal numbers, advertising messages, or any related validation numbers, or any portion thereof, found on the InstaPlay ticket are not considered Play Symbols and are not usable as such.

SECTION 5 - NUMBER AND VALUE OF INSTAPLAY PRIZES

- 5.1 There will be approximately 1,920,000 Tickets initially produced for the game. Additional tickets may be produced at the discretion of the Lottery. The expected number and value of prizes in the game are as follows:

InstaPlay Prize	Number of Prizes in Game	Chances of Winning	Method of Payment
\$2.00	264,960	1:7.25	Paid by Retailer
\$3.00	140,160	1:13.70	Paid by Retailer
\$5.00	48,000	1:40.00	Paid by Retailer
\$10.00	38,400	1:50.00	Paid by Retailer
\$20.00	19,200	1:100.00	Paid by Retailer
\$50.00	3,840	1:500.00	Paid by Retailer
\$100.00	880	1:2,181.82	Paid by Retailer
\$500.00	80	1:24,000.00	Paid by Retailer
\$5,000.00	16	1:120,000.00	Paid by Lottery

The overall odds are 1:3.72

SECTION 6 - INSTAPLAY TICKET VALIDATION REQUIREMENTS

Besides meeting all of the other requirements in these rules and as detailed in 531 Iowa Administrative Code Chapter 18, the following Validation Requirements will apply with regard to the InstaPlay Game Tickets in Iowa InstaPlay Game #145.

- 6.1 To be a valid InstaPlay Game Ticket, all of the following requirements must be met:
- a. The Ticket must be intact and have exactly three (3) “winning dart numbers” play spots, twelve (12) “your target numbers” play spots, twelve (12) associated “prize symbols”, and one (1) “bullseye” play spot. The ticket front should contain, in their entirety and fully legible, the retailer identification number, the Ticket Identification Number, and the date and time in which the ticket was generated. The ticket front should also contain 3 bar codes. The Ticket Identification Number and the three (3) bar codes shall correspond, using the Lottery’s codes and information, to the Play Symbols on the ticket.
 - b. The Ticket must have been issued in an authorized manner as determined by the lottery.
 - c. The ticket must not be altered, unreadable, reconstructed or tampered with in any manner.
 - d. The ticket must not be counterfeit in whole or in part.
 - e. The ticket must not be stolen, canceled, or appear on any list of omitted or test tickets on file with the lottery.
 - f. The ticket must be complete and not blank or partially blank, miscut, misregistered, defective, or printed or produced in error.
 - g. The Game Play Area must be exactly as described in paragraphs 3.5 and 3.6. All symbols, numbers and codes must be present in their entirety, legible, right side up, and not reversed in any manner.
 - h. The ticket printing must be regular in every respect and correspond precisely with the corresponding electronic file held by the Lottery.
 - i. The information on the ticket or share must correspond precisely with the lottery’s computer record.
 - j. The ticket must correspond, using a computer validation file, to the winning game play or plays printed on the ticket or share.
 - k. The ticket must not have been previously paid.
 - l. A ticket or share shall be void unless the ticket or share is printed on a paper stock roll that was validly issued to and used, at the time of the play, by the retailer from whom the ticket or share was purchased.
 - m. Pass all additional validation requirements stated in the specific game rules and any confidential validation requirements established by the lottery.
- 6.2 A Ticket which fails any of the Lottery's validation checks is invalid and ineligible for any prize. The CEO may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. If an invalid or defective Ticket is purchased or lawfully obtained, the only responsibility

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

SECTION 7 - INSTAPLAY TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY

- 7.1 All game prizes must be claimed within ninety (90) days of the date of sale of the InstaPlay ticket. All mailed prize claims must be sent to the official mailing address available at ialottery.com, 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. The Lottery reserves the right to require the claimant to claim a prize in person, including but not limited to when claimant is legally required to fill out tax forms in order to claim the prize.
- 7.2 The Lottery shall not be responsible for lost or stolen Tickets.
- 7.3 The Lottery shall not be responsible for Tickets lost in the mail, mailed to an incorrect address or mailed to an address other than the addresses specified by the Lottery to receive prize claims, or tickets not received by the Lottery before the expiration of the claim period set forth in these rules.
- 7.4 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 InstaPlay Game #145 Ticket is \$2.00.