

CHAPTER 4 - GAME RULES

4.01 Applicability of These Rules

These Game Rules govern On-Line and Instant Games developed and offered for distribution and sale to the public by the Georgia Lottery Corporation (GLC), a public corporation created pursuant to the Georgia Lottery for Education Act (Act). The GLC will from time to time amend these Rules and adopt new Rules that pertain to all On-Line and Instant Games and that pertain to game specific items for each On-Line and Instant Game. In the event of a conflict among the Act, the Game Rules, and the Retailer Contract, the Act will govern the Game Rules, and the Game Rules will govern the Retailer Contract; however, to the extent not in conflict with the Act and to the extent not specifically addressed in the Game Rules, the transactions of Tickets or Shares by means of a any electronic transaction, whether at a Retailer Business Location or via the Internet through the Georgia Lottery Players Club Website, shall be governed by the contractual terms for the management of electronic transactions agreed in writing between the GLC and the GLC's On-Line Gaming Systems and Services Vendor; provided further, however, to the extent not in conflict with the Act, any special rules, Draw Procedures or other Game Procedures adopted by the GLC for a specific On-Line or Instant Game, will govern the Game Rules as to that game.

4.02 Definitions

Capitalized terms used herein shall have the meanings set forth in Appendix A attached hereto, unless otherwise defined in context.

4.03 General Rules

- (A) If the GLC, in its sole discretion, has authorized a Retailer to sell Tickets for On-Line Games at one or more of its Retailer Business Locations, in addition to all provisions, terms and conditions of the Act, other Rules, and the Retailer Contract, the Game Rules herein shall apply to all On-Line Games. To the extent of any inconsistency with either the Retailer Contract or with the Retailer Rules, the Game Rules shall govern the On-Line Games.
- (B) Only Retailers who have entered into a Retailer Contract with the GLC, and have been approved by the GLC, in the GLC's sole discretion, for the sale of On-Line Games, are authorized to sell On-Line Game Tickets. On-Line Game Tickets may only be sold at the Retailer Business Location(s) listed in the Retailer Contract for which the GLC has authorized the sale of Tickets for On-Line Games. The authorization by GLC of the sale of Tickets for On-Line Games at any Retailer Business Location may or may not include the authorization by GLC of the sale of Tickets for "KENO!". Each Retailer Business Location shall offer for sale Tickets for all On-Line Games that are authorized for sale by the GLC at each such individual Retailer Business Location.
- (C) GLC will install an On-Line Game Lottery Terminal at each of the Retailer Business Locations listed in the Retailer Contract for which the GLC has authorized the sale of Tickets for On-Line Games.
- (D) By signing the Retailer Contract, Retailer acknowledges and agrees that it is responsible for making or having made, and bearing all costs associated therewith, any and all necessary or appropriate modifications to its telecommunications systems or facilities which are reasonably requested by GLC to facilitate the installation, operation and maintenance of any lottery related equipment.
- (E) Retailer shall provide, prior to the installation of On-Line Game Lottery Terminal(s) by GLC, a dedicated quadplex electrical outlet, for each terminal, which meets the following requirements: grounded, 110V/15 or 10 AMPS (isolated power circuit), and located no farther than six (6) feet from the applicable On-Line Game Lottery Terminal. No electrical devices other than the GLC On-Line Game Lottery Terminal shall be connected to, or operated from, the dedicated electrical outlet.
- (F) Retailer shall provide approximately 2 feet by 4 feet of floor space at its business premises, which is acceptable to GLC, for a free-standing play station. Retailer further agrees to provide a space, generally at least 20 inches wide, 30 inches deep, and 30 inches high, which is acceptable to GLC, for its On-Line Game Lottery Terminal(s) to allow proper ventilation, maintenance and material loading and removing. Additionally, Retailer shall provide a space, generally at least 8 inches high, 3.5 inches wide, and 15.5 inches long, which is acceptable to GLC, for any required ancillary units necessary for the operation of the On-Line Game Lottery Terminal(s) to allow proper operation, ventilation, and maintenance.

- (G) Retailer agrees that it shall be responsible for all expenses including telecommunications charges associated with all Retailer requested terminal and/or monitor relocations.
- (H) Retailer shall sell On-Line Game Tickets, for any and/or all On-Line Games as authorized and directed by the GLC, at each of the Retailer Business Locations listed in the Retailer Contract for which the GLC has authorized the sale of Tickets for the respective On-Line Games, except where the Retailer Contract specifically limits ticket sales to "KENO!".
- (I) Retailer must meet or exceed the GLC's established minimum weekly sales average, in accordance with the Rules as may be amended from time to time, in order to retain possession and use of the On-Line Games Lottery Terminal and/or monitor, unless the Retailer Contract only authorizes the sale of "KENO!".
- (J) If the GLC, in its sole discretion, has authorized a Retailer to sell Tickets for the On-Line Game known as "KENO!" at one or more of its Retailer Business Locations, then the following additional provisions, terms and conditions pertaining to the "KENO!" game shall apply:
 - 1. GLC will provide and install one (1) display monitor at each of the Retailer Business Location(s) listed in the Retailer Contract for which the GLC has authorized the sale of Tickets for "KENO!".
 - 2. Retailer shall provide a location for installation of display monitor, which is acceptable to the GLC, and is at least within two-hundred (200) feet of the On-Line Games Lottery Terminal and within four (4) feet of an electrical outlet.
 - 3. Retailer shall be responsible for all electrical code requirements including conduit to hide visible wires.
 - 4. Retailer shall use the display monitor for GLC purposes only. Retailer shall be responsible for any loss or damage to the monitor display arising from any willful or negligent act or omission of Retailer or its employees or customers.
 - 5. GLC will provide one remote control unit for the monitor. Retailer shall be responsible for the cost of any subsequent replacement of remote control unit.

4.04 On-Line Game Rules

- (A) Sale of On-Line Game Tickets
 - 1. Only Retailers who have entered into a Retailer Contract with the GLC, and have been approved by the GLC, in the GLC's sole discretion, for the sale of On-Line Games, are authorized to sell On-Line Game Tickets for those On-Line games specified in the Retailer Contract. On-Line Game Tickets may only be sold at the Retailer Business Location(s) listed in the Retailer Contract for which the GLC has authorized the sale of Tickets for On-Line Games.
 - 2. Each On-Line Game Ticket shall sell for the retail sales price authorized by the CEO and stated in the individual Game Procedures, unless otherwise authorized by the CEO in accordance with §23 of the Lottery Act as part of a promotional giveaway or other sales incentive.
 - 3. Retailers shall sell lottery Tickets for any and all On-Line Games, as directed by the GLC, and as authorized by the Retailer Contract.
 - 4. On-Line Game Tickets may be printed at a Retailer Business Location using only the official GLC ticket paper stock containing the serial numbers registered and assigned by the GLC to only that Retailer Business Location. No other paper stock may be used with the printers for GLC On-Line Game Tickets. The transfer of official GLC ticket paper stock to any Retailer Business Location other than the one assigned by the GLC is strictly prohibited and constitutes a violation of the Game Rules.
 - 5. Individual On-Line Game procedures notwithstanding, from time to time and periodically, the CEO may approve player and Retailer promotions for any and all GLC lottery games, which promotions shall be subsequently reported to the Board. Such promotions may include, but not be limited to, the promotional giveaway of Tickets and other merchandise, coupon programs, player and Retailer contests, drawings featuring a Bonus Ball or Double Draw feature, and other temporary changes to game play, odds, and prize payouts.
- (B) Game Procedures

The Game Procedures for each On-Line Game shall contain the following information:

 - 1. Game name;
 - 2. Prize structure;

3. Play style;
 4. Retail sales price;
 5. Frequency of games and drawings and selection of winning tickets or shares;
 6. Means of conducting drawings.
- (C) Determination of Prize Winner
1. A Claim Form shall be filed in the name of a single legal entity as Claimant, either one individual or one organization. Multiple payees are not permitted.
 2. Groups, family units, clubs or organizations shall designate in writing one individual or entity to receive any prize.
 3. If the back of a Ticket contains multiple signatures, or if a claim is erroneously entered with multiple Claimants, the signatories or Claimants shall designate one of them in writing as recipient of any prize. If they fail to designate an individual recipient, the CEO may designate any one of the signatories or Claimants as the sole recipient of any prize or the CEO may reject the claim.
 4. Payment of the prize to the sole recipient designated pursuant to 4.04.C.3 shall effect the full and complete discharge of liability to pay the prize provided by 4.04.C.11.
 5. A player's eligibility to win any prize is subject to the Ticket validation requirements provided in subsection (D) of this section.
 6. All Claim Forms shall be completed and signed by the Claimant or duly authorized representative as provided in this title.
 7. If the owner of a prize winning Ticket is unable to complete a Claim Form due to a legal, physical or other disability, a guardian, conservator, custodian, fiduciary or duly authorized representative having a power of attorney shall complete and sign a Claim Form on owner's behalf. The Claim Form shall indicate the name of the lawful payee.
 8. If the person signing the Claim Form is a personal representative of the estate of a deceased winner, that person shall submit his letter of administration or its legal equivalent showing the appointment from the court having jurisdiction over the estate.
 9. A person who signs a Claim Form shall be deemed to have represented that the information contained therein is accurate and complete.
 10. No incomplete Claim Form shall be processed for payment.
 11. In accordance with the Act, the GLC is discharged from all liability upon payment of a prize. Additionally, payment of any prize to a Claimant shall discharge members of the Board, GLC employees, GLC attorneys, Retailers, and Vendors of any further liability for payment of that prize to any person asserting a claim to that prize.
 12. Any contrary provision of these Game Rules notwithstanding, the GLC reserves the right at any time in its sole discretion to suspend Play or lower the number of Plays allowed for any On-Line Game on any number(s) or any play types.
- (D) Ticket Validation Requirements
1. Each On-Line Game Ticket shall be validated according to validation procedures prior to payment of a prize.
 2. An On-Line Game Ticket shall comply with all of the following:
 - a. The Ticket shall not be counterfeit or forged, in whole or in part.
 - b. The Ticket shall not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner.
 - c. The Ticket shall have been issued by the GLC in an authorized manner.
 - d. The Ticket shall have been received or recorded by the GLC by applicable deadlines.
 - e. In addition to the validation requirements, an On-Line Game Ticket shall not be valid unless all of the following conditions are met:
 - i. The Ticket data shall have been recorded on the central computer system on magnetic tape or disk prior to the drawing, and the Ticket data shall match this computer record in every respect;
 - ii. The player's numbers, the Validation Number data and the drawing data of the Ticket shall appear on the official file of winning Tickets, and a Ticket with that exact data shall not have been previously paid.
 - f. The game, Ticket, and Validation Numbers must be present in their entirety and be fully legible.
 - g. The play type, Validation Number, Retailer code, number, and Ticket stock number must be correctly displayed on the Ticket.

- h. The Ticket must not be blank or partially blank, misregistered, defective, or printed or produced in error.
 - i. A lottery Ticket shall be the only valid proof of the Play and the only valid instrument for claiming a prize.
 - 3. Any Ticket not passing all of the validation tests and requirements is void and ineligible for any prize and shall not be paid. The CEO may make an exclusive determination to reimburse the player for the purchase price of the void Ticket.
 - 4. If a defective Ticket is purchased, the GLC's only liability shall be reimbursement for the purchase price of the void Ticket.
 - 5. The final determination on validation rests with the CEO.
 - 6. Any person who submits a lottery Ticket for validation or who claims a prize, in whatever capacity, agrees to be bound and shall be bound by the provisions of the GLC's Game Rules.
- (E) Ticket Responsibility
- 1. The purchaser of an On-Line Game Ticket shall be solely responsible for verifying, at the time of purchase, the accuracy, legibility and condition of the data printed on the Ticket, and for determining that the Ticket accurately reflects the Play.
 - 2. If the signature area is defaced, altered, or signed by more than one person, the GLC reserves the right to refuse payment.
 - 3. The GLC shall not be responsible for lost, stolen, or destroyed Tickets.
 - 4. The GLC shall not be responsible for erroneous or mutilated Tickets.
 - 5. The GLC shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.
 - 6. The GLC may not pay prizes to any Claimant who purchases a Ticket from an unauthorized retailer.
 - 7. Exchange Tickets issued pursuant to a cashed multi-draw Play shall not be canceled.
 - 8. The CEO shall not pay a prize on any canceled or voided On-Line Game Ticket.
- (F) Disputed Ticket
- 1. If a dispute arises between the GLC and a Ticket Claimant concerning whether the Ticket is a winning Ticket and if the Ticket prize has not been paid, the CEO may, exclusively make a determination to, reimburse the Claimant for the purchase price of the disputed Ticket. This shall be the Claimant's exclusive remedy.
- (G) Game Termination and Prize Claim Period
- 1. The GLC, at any time, may announce the termination date for an individual On-Line Game. If this occurs, no Tickets shall be sold past the termination date.
 - 2. On-Line Game prizes shall be claimed no later than 180 days after the drawing date of the individual On-Line Game.
 - 3. The GLC reserves the right to decline to accept a Play.
- (H) Governing Law
- 1. In purchasing a Ticket, the customer or player agrees to comply with, and abide by, the Act, other applicable Georgia laws, all Rules and Regulations and all final decisions of the GLC, and all procedures and instructions established by the GLC or the CEO for the conduct of the respective game.
- (I) Purchase and Prize Restrictions
- 1. Retailers may not pay prizes over \$600.00 unless authorized by the GLC.
- (J) Taxes and Debt Setoffs
- In accordance with the Act and other applicable laws:
- (1) All prizes are subject to applicable federal and state withholdings, and state and federal income taxes; and
 - (2) In accordance with Article 2 of the Act, certain high tier prizes, net of wager or ticket costs, are subject to Debt Setoff collection by claimant agencies.
- (K) Annuitized Prizes
- Subject to any contrary provisions contained in these Rules that only concern Grand Prize Payments for the MEGA MILLIONS game, POWERBALL game or CASH4LIFE game, the following rules shall also apply to annuitized prizes:
- 1. If the annuitized value of the payment to each winner is less than one million dollars (\$1,000,000.00), at the discretion of the CEO each winner may receive his/her share of money allocated to the Jackpot prize pool in a lump sum payment.

2. The GLC may elect to fund annuitized prize payments directly, through purchase of annuities or by other means.
 3. The initial payment of an annuitized prize may be delayed for up to thirty (30) calendar days following the final determination by the CEO that the claim is valid.
 4. Whenever the governing GLC Rules and Regulations for any particular On-Line Game, or the Working Papers for any particular Instant Game, provide for a prize to be paid to the winner in the form of an annuity and the prize meets all conditions for a single cash payment in lieu of an annuity or "Qualified Prize" set forth in the "Special Rule for Cash Options for Receipt of Qualified Prizes," including the related transition rules, found in 26 U.S.C.A. §451(h) enacted into federal law on October 21, 1998, as part of the Omnibus Consolidated and Emergency Supplemental Appropriations Act, 1999:
 - (a) The GLC, in its sole discretion, may provide, in the applicable procedures or in the Working Papers, for each respective lottery game, an option that the player may elect at the time of purchasing the Ticket to select between either receiving the annuitized prize specified for the game or receiving in a lump sum the cash value equivalency of the annuitized prize. The cash value equivalency shall be either the cash value of the annuitized prize amount using market-rate interest yields available on the investments for future periods as of the first business day after the drawing or claim date (instant prize), or the dollar amount received by the GLC in selling the investments purchased to fund that particular prize, less any and all administrative fees incurred by the GLC in selling those investments. Once the cash value equivalency option is selected under this subparagraph, the selection is irrevocable, and the player may not change his or her mind; and
 - (b) Whenever a player wins an annuitized prize AND has not selected in advance a lump sum payment, the GLC, in its sole discretion, may provide, in the applicable procedures or in the Working Papers for each respective lottery game, an option for the claimant either to receive the annuitized prize specified for the game, or to receive a single cash payment in lieu of an annuity, at the time of prize claim. When the GLC provides a single cash payment option at the time of claim of an annuitized prize, the claimant may only select the single cash payment option if the claimant:
 - (i) Reviews the GLC's disclosure of the methodology used to compute the single cash payment, which shall be determined in the sole discretion of the GLC in accordance with criteria established by the CEO for each respective annuity prize lottery games; and
 - (ii) Signs an irrevocable prize payout election form stating that the player understands that he or she is under no obligation to elect to take a single cash payment in lieu of an annuity and may freely elect to continue to take the prize as an annuity; and
 - (iii) Makes the irrevocable selection between the annuity payments and a lump sum payment within 60 days from the date the prize claim is made. If a lump sum cash payment option is offered for an annuity prize claim, no payment for such a prize will be processed until the Claimant submits a form irrevocably selecting a payment option, or the 60-day selection period lapses, whichever shall first occur.
- (L) Non Assignment and Non Acceleration of Prize
1. No rights of any person to a prize or a portion of a prize shall be assignable.
 2. Unless otherwise provided in the Act or the Rules and Regulations, no payment of an annuitized prize shall be accelerated beyond the normal dates of payment.
- (M) Payments to Persons Under a Legal Disability
1. The CEO shall direct payment to the duly authorized representative or fiduciary of a person under legal or other disability to receive a prize in accordance with the laws of Georgia.
 2. The CEO may petition a court of competent jurisdiction to determine the lawful payee in all cases involving the death of a prize winner, payment on behalf of a Minor or other person under a legal disability, or multiple Claimants.
- (N) Dissemination of Winning Numbers Information

1. The dissemination and publication of winning numbers by telephone or in the media is for informational purposes only, and the GLC shall not pay a prize based upon information obtained from winning number information lines or any source other than the official draw results electronically recorded in the central computer system.
- (O) Drawings
1. The CEO shall determine the time, frequency, date and method of the drawing(s) for each On-Line Game and shall include such information in the Game Procedures.
 2. The purpose of On-Line Game drawings shall be to select winning numbers at random with the aid of mechanical drawing equipment, or in the case of "KENO!" and any other games designated by the CEO, with the aid of computer drawing equipment and programs.
 3. All On-Line Game drawings shall be conducted in the presence of a witness who may be a member of the public or a representative of an independent auditing firm.
 4. To the extent possible, On-Line Game drawings shall be recorded on a video and audio tape which shall be retained by the GLC, but the failure to record the draw or retain the tape, or the partial or total failure of technical, electronic, or mechanical equipment used to conduct or record the draw shall not invalidate the draw or change the outcome of a game once it has been announced by the CEO.
- (P) Method of Playing an On-Line Game
1. The CEO shall determine the method of play for each game, including but not limited to, a player plays by:
 - a. Indicating the requisite digits or numbers which shall be entered manually into the Lottery Terminal by the On-Line Game Retailer; or
 - b. Presenting a completed Play Slip to an On-Line Game Retailer; or
 - c. Requesting a Quik Pik Play.
 2. Game instructions issued to Retailers and made available to the public shall include the method of play.
- (Q) Play Slip
1. The GLC, or its authorized distributors, may provide Play Slips at no cost to the players.
 2. Play Slips are provided solely for the convenience of players and shall have no monetary or prize value or constitute evidence of a Play.
 3. If a Play Slip is used, the player shall select the requisite number of squares for each single lettered Panel for that game.
 4. The requisite numbers and the associated letter constitute a single game Panel on a Play Slip.
 5. Game Panels may be selected in any order.
 6. Play Slips shall be processed through the Lottery Terminal by the Retailer, and Tickets shall be issued only through the Lottery Terminal.
 7. If the Play Slip is rejected by the Lottery Terminal, the Play is not valid and the player may submit another Play Slip.

4.05 Description of the "CASH 3" Game Procedure

- (A) The GLC may operate a three-digit daily numbers game using a fixed payout ("CASH 3").
- (B) CASH 3 is a daily three-digit game in which the player may play fifty cents (\$.50) or one dollar (\$1.00) (except as noted) on any one of the following play types:
1. Straight: A Play whereby a winning result is achieved only when the three-digit number specified by the player matches in exact order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "123" then only the Plays made on "123" in that exact order will be winners.
 2. Six-Way Combination: A Play whereby a winning result is achieved when any combination of three different digits specified by the player matches the official winning number drawn by the GLC for that drawing event. This is the equivalent of six straight Plays on a single Ticket at six times the base cost. For example, if the winning number is "123" then any combination Play made on "123", (i.e. "123", "132", "231", "213", "321", or "312") will be a winner of a straight Play. This Play can only be purchased for \$1 per combination thus this Play will cost \$6.

3. Three-Way Combination: A Play whereby a winning result is achieved when any combination of three digits (with any two of the three digits being the same) specified by the player matches the official winning number drawn by the GLC for that drawing event. This is the equivalent of three straight Plays on a single Ticket at three times the base cost. For example, if the winning number is "711", then any combination Play made on "711", (i.e. "117", "171", or "711") will be a winner of a straight Play. This Play can only be purchased for \$1 per combination, thus this Play will cost \$3.
4. Straight/Six-Way Box (on one Ticket): A Play whereby the player can place a straight Play and a six-way box Play for the same number on a single Ticket. The player can win on both the straight and box Plays when the three digits specified by the player match in exact order the official winning number drawn by the GLC for that drawing event. The player can win on the box portion when any other combination of the three digits selected by the player matches the winning number drawn by the GLC for that drawing event. Plays are limited to fifty cents (\$.50) on the straight and fifty cents (\$.50) on the box portion for a total of one dollar (\$1) per Ticket. For example, if the winning number is "123" in that exact order they will be winners on both portions of the Ticket. However, boxed Plays made on "123" (i.e. "132", "231", "213", "321", or "312") will be winners in the box portion only.
5. Straight/Three-Way Box (on one Ticket): A Play whereby the player can place a straight Play and a three-way box Play for the same number on a single Ticket. The player can win on both the straight and box Plays when the three digits specified by the player match in exact order with the official winning number drawn by the GLC for that drawing event. The player can win on the box portion when any other combination of the three digits (with any two of the three digits being the same) selected by the player matches the winning number drawn by the GLC for that drawing event. Plays are limited to fifty cents (\$.50) on the straight portion and fifty cents (\$.50) on the box portion for a total of one dollar (\$1) per Ticket. For example, if the winning number is "311", then only Plays made on "311" in that exact order will be winners on both portions of the Ticket. However, boxed Plays made on "311" (i.e. "113" or "131") will be winners in the box portion only.
6. Six-Way Box: A Play whereby a winning result is achieved when any combination of three (3) different digits specified by the player matches the official winning number drawn by the GLC for that drawing event. This is the equivalent of six Plays for a single-unit Ticket cost. For example, if the winning number is "123" then all boxed Plays made on "123" (i.e. "132", "123", "231", "213", "321", or "312") will be winners.
7. Three-Way Box: A Play whereby a winning result is achieved when any combination of three digits (with any two of the three digits being the same) specified by the player matches the official winning number drawn by the GLC for that drawing event. This is the equivalent of three straight Plays for a single-unit Ticket cost. For example, if the winning number is "711", then all boxed Plays made on "711" (i.e. "117", "171", or "711") will be winners.
8. Front Pair: A Play whereby a winning result is achieved only when the two-digit number specified by the player matches in exact order the first two numbers in the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "123" then only the Plays made on "12X" (or "1, 2, any number") in that exact order will be winners.
9. Back Pair: A Play whereby a winning result is achieved only when the two-digit number specified by the player matches in exact order the last two numbers in the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "123" then only the Plays made on "X23" (or "any number, 2, 3") in that exact order will be winners.
10. "1-Off": A Play whereby a winning result is only achieved either: (a) when the three-digit number specified by the player matches in exact order the official winning number drawn by the GLC for that drawing event, OR (b) when the three digits specified by the player each

match or are off only by one on any or all of the official winning three digits in exact order drawn by the GLC for that drawing event. In other words, the player wins when the player's digits match or are only one off on any or all of the digits drawn. Each Ticket for a "1-Off" Play will display all possible winning combinations and each respective possible prize level. The only possible winning combinations for a "1-Off" Play will be those displayed on the Ticket.

(C) CA\$H 3 Prize Structure

1. Based on a dollar (\$1.00) Play, the Prize Structure for the CA\$H 3 game shall be as follows:

<u>PLAY TYPES</u>	<u>PAYOUT</u>	<u>COMMENT</u>
a. Straight	\$500	
b. Six-Way Combination	\$500	
c. Three-Way Combination	\$500	
d. Straight/Six-Way Box	\$290	If straight is drawn
	\$ 40	If boxed portion only is drawn
e. Straight/Three-Way Box	\$330	If straight is drawn
	\$ 80	If boxed portion only is drawn
f. Six-Way Box	\$ 80	
g. Three-Way Box	\$160	
h. Front Pair	\$ 50	
i. Back Pair	\$ 50	
h. "1-Off" combinations		
Straight Match	\$ 250	
One digit 1-Off	\$ 24	
Two digit 1-Off	\$ 4	
Three digit 1-Off	\$ 8	

(D) Canceled Tickets

1. A Ticket which is printed in error for the Georgia CA\$H 3 game may be canceled only on the date purchased, within fifteen (15) minutes of the purchase and prior to the drawing break. Such Tickets shall be voided only by the issuing Retailer and the Lottery Terminal that printed the Ticket, and the player may request a refund or a replacement Ticket. If for any reason the Lottery Terminal that issued the Ticket is inoperable prior to the drawing break, the CEO may, exclusively at his/her discretion, reimburse the player the Ticket price. This shall be the player's exclusive remedy.
2. All canceled CA\$H 3 Tickets shall be torn in half by the Retailer after daily or weekly reconciliation of CA\$H 3 sales.

(E) Time, Place, Frequency and Means of Conducting Drawing

1. CA\$H 3 drawings shall be conducted at the studios of WSB-TV, Atlanta, Georgia, three times daily, Midday (12:29 p.m. ET), Evening (6:59 p.m. ET), and Night (11:34 p.m. ET), or at such other frequency, day, time or place established by the CEO.
2. Utilizing mechanical drawing machines selected at random and three (3) ball sets selected at random, the result shall be to select at random three (3) winning numbers, each between zero (0) and nine (9), in accordance with the controls and methods set forth in this chapter of these rules and regulations.

(F) Limitation on Liability

The GLC reserves the right at any time in its sole discretion to suspend Play or limit the number of Plays on any number(s) or play type(s).

(G) CA\$H 3 Options

1. Select a draw by marking the MIDDAY, EVENING, NIGHT, NEXT 2 or NEXT 3 box. All plays and play options selected on the playslip will be valid only for the draw selected. Selecting NEXT 2 or NEXT 3 will produce a play for the next two or three scheduled draws only. Multi-Draw & Advanced Play options are not available when NEXT 2 or NEXT 3 are selected.

2. Multi-Draw: You can play the same numbers for up to 7 consecutive Cash 3 draws (\$1 per play per draw) by selecting the Multi-Draw box on your playslip corresponding to the number of drawings you wish to play. Multi-Draw selections will be consecutive from the draw day selected.
3. Advance Play: You can play the same numbers for any future Cash 3 drawing through the next 6 drawings in advance of the next scheduled drawing for a total of 7 draws. Just select the Advance Play box on your playslip corresponding to the future day(s) you wish to play.
4. Quick Pik: You can have the computer randomly select your Cash 3 numbers by marking the "Quik Pik" box on your playslip.

4.06 Description of "FANTASY 5" Game Procedure

- (A) The GLC will operate a five (5) numbers out of forty-two (42) possible numbers pari-mutuel game called FANTASY 5.
1. If a single Ticket contains more than one winning Play on separate game Panels, the prize amounts shall be added together and shall be paid in accordance with the prize payment limits set forth below.
 2. The holder of a winning FANTASY 5 Ticket may win in only one prize category per game Play in connection with the winning numbers drawn and shall be entitled only to the prize for the highest prize category won by those numbers.
 3. The price of a FANTASY 5 game Ticket shall be one (1) Play for one dollar (\$1.00), or such other price designated by the CEO.
- (B) FANTASY 5 Prize Pools
1. The GLC shall allocate for prizes approximately 50% of each drawing's FANTASY 5 sales revenues, exclusive of free Plays and promotional tickets or coupons, from all Tickets sold and shall allocate that amount to the winning pool or pools for payment of prizes for that game.
 2. The prize money allocated to a prize category shall be awarded equally to the number of game Plays winning that prize.
 3. If, in any game drawing, there are no Plays that qualify for the prize, the prize money for that game drawing shall be added to the prize pool for the next drawing.
- (C) Prize Payments
1. Each prize payment in FANTASY 5 shall be paid in a lump sum (one payment).
- (D) FANTASY 5 Prize Structure
1. Provided the prize pools are fully funded, the prize payments for FANTASY 5, based on a one dollar (\$1.00) Play, are as follows:
- | <u>MATCH</u> | <u>PRIZE POOL</u> | <u>PRIZE POOL %</u> |
|----------------------|-------------------|---------------------|
| a. Five (5) of five | Pari-mutuel | 72.51% |
| b. Four (4) of five | Pari-mutuel | 8.70% |
| c. Three (3) of five | Pari-mutuel | 18.79% |
| d. Two (2) of five | One Free Play | 0% |
2. The minimum prize will be \$1.00. If the prize pool for that prize is insufficient to pay each winner at least one dollar (\$1.00), the difference in funds, at the discretion of the CEO, will be taken from other pools as needed or accumulated or future Breakage funds according to 4.07 (D) 4.
 3. All tiers shall have the winning Shares rounded down to the nearest dollar (i.e., \$10.30 pays \$10.00; \$100.75 pays \$100.00).
 4. The Breakage from all prizes shall be placed in a reserve fund to be allocated to prize payments as determined by the CEO.
- (E) FANTASY 5 Game Odds
1. The following table sets forth the prize payment odds in FANTASY 5:
- | <u>MATCH</u> | <u>ODDS</u> |
|--|-------------|
| Five (5) of five | 1: 850,668 |
| Four (4) of five | 1: 4598 |
| Three (3) of five | 1: 128 |
| Two (2) of five (including free plays) | 1: 11 |
| Overall Odds | 1: 10.06 |
- (F) Canceled Tickets

1. Tickets for FANTASY 5 shall not be canceled.
- (G) Time, Place, Frequency and Means of Conducting Drawing
1. FANTASY 5 drawings shall be conducted daily at the studios of WSB-TV, Atlanta, at approximately 11:34 p.m. ET, or at such other day, time or place established by the CEO.
 2. Utilizing one (1) mechanical drawing machine and one (1) ball set, both randomly selected, the result shall be to select at random five (5) winning numbers out of forty-two (42) possible numbers, in accordance with the controls and methods set forth in this chapter of these rules and regulations.
- (H) CASH MATCH® add-on Feature
1. FANTASY 5 WILL HAVE AN EZMATCH ON-LINE GAME add-on feature called "CASH MATCH®," which will be governed by the Game Rules, except to the extent modified for CASH MATCH® by these Game Rules.
 2. The CASH MATCH® add-on feature will have a Ticket price, Prize Structure, game odds, play style, duration, and such additional Game Procedures (including but not limited to a multiplier feature), as may be determined from time to time and adopted at the discretion of the CEO.
 3. The CASH MATCH® feature is an optional feature, which may be chosen by the Player when purchasing a Fantasy 5 Ticket, and which will award prizes to winning Ticket holders instantly, similar to Instant Games.
 4. When chosen by the Player, the price of a CASH MATCH® Play shall be one Play for an additional one dollar (\$1.00) for each FANTASY 5 Play purchased, or such other price designated by the CEO.
- (I) CASH MATCH® add-on Feature Game Odds
1. The following table sets forth the initial odds for a \$1 CASH MATCH® Play, subject to revision in the sole discretion of the CEO from time to time in accordance with the Game Rules:

<u>PRIZE</u>	<u>ODDS</u>
\$500	1 in 84,000
\$200	1 in 84,000
\$100	1 in 10,500
\$50	1 in 3,360
\$20	1 in 1,400
\$10	1 in 140
\$5	1 in 300
\$4	1 in 47
\$3	1 in 12
\$2	1 in 16
\$1	1 in 6
Overall Odds	1 in 2.96

- (J) If a dispute arises between the GLC and a Ticket Claimant for a FANTASY 5 WITH CASH MATCH® Ticket, the dispute shall be resolved by the sole decision of the CEO, in compliance with the Act, other applicable Georgia Laws, all Rules and Regulations, and all procedures and instructions established by the GLC or the CEO for the conduct of the game, including the contractual terms for the management of the FANTASY 5 with CASH MATCH® Game agreed in writing between the GLC and the GLC'S On-Line Gaming Systems and Services Vendor.
- (K) Fantasy 5 Features
- (1) Multi-Draw: You can play the same numbers up to 14 consecutive FANTASY 5 draws (\$1 per play per draw) by selecting the Multi-Draw box on your playslip corresponding to the number of drawings you wish to play. The play must include the current draw and not skip any draw in between.
 - (2) Quik Pik: You can have the computer select your FANTASY 5 numbers by marking the QUIK PIK "QP" box on your playslip. Quik Pik gives you the option to have the computer randomly select some or all of your numbers.

4.07 Description of "KENO!" Game Procedure

(A) The GLC will operate a ten (10) of twenty (20) out of a field of eighty (80) possible numbers fixed payout game called "KENO!". Players may choose to play from one (1) to ten (10) numbers. Twenty (20) numbers will be drawn from the field of eighty (80).

1. The holder of a winning "KENO!" Ticket may win in only one prize category per game Play in connection with the winning numbers drawn and shall be entitled only to the prize for the highest prize category won by those numbers.
2. The prices and play combinations of any single "KENO!" game Ticket shall be designated by the CEO.
3. The maximum amount that can be played on any single "KENO!" game Ticket, without the Multiplier Option, is two hundred dollars (\$200.00).

(B) "KENO!" Prize Structure/Odds

1. Based on a dollar (\$1.00) Play the Prize Structure for the "KENO!" game shall be as follows:

FIELD	80	OVERALL ODDS	1:9.05
DRAW	20	PAYOUT RATIO	63.67%
PICK	10	PERCENT OF PLAY	100.00%

MATCH	PRIZE	ODDS
10	\$100,000	1:8,911,711.18
9	\$5,000	1:163,381.37
8	\$500	1:7,384.47
7	\$50	1:620.68
6	\$10	1:87.11
5	\$2	1:19.44
0	\$5	1:21.84

FIELD	80	OVERALL ODDS	1:6.53
DRAW	20	PAYOUT RATIO	62.84%
PICK	9	PERCENT OF PLAY	100.00%

MATCH	PRIZE	ODDS
9	\$30,000	1:1,380,687.65
8	\$3,000	1:30,681.95
7	\$150	1:1,690.11
6	\$25	1:174.84
5	\$5	1:30.67
4	\$1	1:8.76

FIELD	80	OVERALL ODDS	1:9.77
DRAW	20	PAYOUT RATIO	64.72%
PICK	8	PERCENT OF PLAY	100.00%

MATCH	PRIZE	ODDS
8	\$10,000	1:230,114.61
7	\$500	1:6,232.27
6	\$75	1:422.53
5	\$10	1:54.64
4	\$2	1:12.27

FIELD	80	OVERALL ODDS	1:4.23
DRAW	20	PAYOUT RATIO	65.03%
PICK	7	PERCENT OF PLAY	100.00%

MATCH	PRIZE	ODDS	
7	\$4,000	1:40,979.31	
6	\$125	1:1,365.98	
5	\$15	1:115.76	
4	\$3	1:19.16	
3	\$1	1:5.71	
FIELD	80	OVERALL ODDS	1:6.19
DRAW	20	PAYOUT RATIO	63.91%
PICK	6	PERCENT OF PLAY	100.00%

MATCH	PRIZE	ODDS	
6	\$1,200	1:7,752.84	
5	\$50	1:323.04	
4	\$7	1:35.04	
3	\$1	1:7.70	
FIELD	80	OVERALL ODDS	1:10:34
DRAW	20	PAYOUT RATIO	63.14%
PICK	5	PERCENT OF PLAY	100.00%

MATCH	PRIZE	ODDS	
5	\$400	1:1,550.57	
4	\$17	1:82.70	
3	\$2	1:11.91	
FIELD	80	OVERALL ODDS	1:3.86
DRAW	20	PAYOUT RATIO	64.33%
PICK	4	PERCENT OF PLAY	100.00%

MATCH	PRIZE	ODDS	
4	\$70	1:326.44	
3	\$5	1:23.12	
2	\$1	1:4.70	
FIELD	80	OVERALL ODDS	1:6.55
DRAW	20	PAYOUT RATIO	62.44%
PICK	3	PERCENT OF PLAY	100.00%

MATCH	PRIZE	ODDS	
3	\$25	1:72.07	
2	\$2	1:7.21	
FIELD	80	OVERALL ODDS	1:16.63
DRAW	20	PAYOUT RATIO	60.13%
PICK	2	PERCENT OF PLAY	100.00%

MATCH	PRIZE	ODDS	
2	\$10	1:16.63	
FIELD	80	OVERALL ODDS	1:4.00
DRAW	20	PAYOUT RATIO	50.00%
PICK	1	PERCENT OF PLAY	100.00%

MATCH	PRIZE	ODDS	
1	\$2	1:4.00	

(C) "KENO!" Multiplier Option

- The GLC will offer for one dollar (\$1.00) a Multiplier Option which may be added at a player's choice to each dollar (\$1.00) play wagered in the KENO! game. The holder of a winning "KENO!" Ticket, with a Multiplier Option, will have his or her KENO! game winnings increased by the multiplier drawn in that respective Multiplier Option Drawing.
- The multiplier for the Multiplier Option will be chosen randomly from a field of 80 possible alternative choices consisting of the following possible multipliers and odds:

<u>Multiplier</u>	<u>Frequency in Field</u>	<u>Odds of Being Chosen</u>
10 (or 10X)	1	1 in 80
5 (or 5x)	5	1 in 16
3 (or 3x)	14	1 in 5.71
2 (or 2x)	40	1 in 2
1 (or 1x)	20	1 in 4
TOTAL:	80	

- The prices and play combinations of any single "KENO!" game Ticket, with the Multiplier Option, shall be designated by the CEO.
- The maximum amount that can be played on any single "KENO!" game Ticket, with the Multiplier Option, is four hundred dollars (\$400.00).
- A Player may choose to play both the Bulls-Eye Option and the Multiplier Option with a KENO! Play. If both Bulls-Eye and KENO! Multiplier options are played, Bulls-Eye prizes cannot be multiplied. Only the base KENO! prizes are eligible to be multiplied.

(D) "KENO!" Bulls-Eye Option

- Bulls-Eye, the KENO! add-on game, offers Players larger prizes and more chances to win. At the end of each KENO! drawing, one of the 20 winning numbers drawn is randomly selected as the Bulls-Eye number. If a Player purchases the Bulls-Eye option and matches the Bulls-Eye number, the Player wins the prizes shown below, even if not winning a base KENO! prize. Win bigger prizes (see chart below). You can win a prize even if you don't win a base KENO!
- Bulls-Eye Prize Structures

10 SPOT				9 SPOT				8 SPOT			
	Base KENO! Prize	+ Bullseye Prize	KENO! w/ Bullseye Prize		Base KENO! Prize	+ Bulls-eye Prize	KENO! w/ Bullseye Prize		Base KENO! Prize	+ Bullseye Prize	KENO! w/ Bullseye Prize
10	\$100,000	\$200,000	\$300,000	9	\$30,000	\$5,000	\$80,000	8	\$10,000	\$40,000	\$50,000
9	\$5,000	\$20,000	\$25,000	8	\$3,000	\$4,000	\$7,000	7	\$500	\$900	\$1,400

8	\$500	\$1,500	\$2,000
7	\$50	\$100	\$150
6	\$10	\$25	\$35
5	\$2	\$5	\$7
4		\$3	\$3
3		\$2	\$2
2		\$2	\$2
1		\$5	\$5
0	\$5		

Consolidated odds: 1 in 8.00

7 SPOT

	Base KENO! Prize	+ Bullseye Prize	KENO! w/ Bullseye Prize
7	\$4,000	\$6,000	\$10,000
6	\$125	\$275	\$400
5	\$15	\$65	\$80
4	\$3	\$12	\$15
3	\$1	\$4	\$5
2		\$2	\$2

7	\$150	\$350	\$500
6	\$25	\$45	\$70
5	\$5	\$15	\$20
4	\$1	\$4	\$5
3		\$2	\$2
2		\$2	\$2
1		\$5	\$5

Consolidated odds: 1 in 8.89

6 SPOT

	Base KENO! Prize	+ Bullseye Prize	KENO! w/ Bullseye Prize
6	\$1,200	\$1,800	\$3,000
5	\$50	\$90	\$140
4	\$7	\$23	\$30
3	\$1	\$9	\$10
2		\$3	\$3
1		\$5	\$5

6	\$75	\$125	\$200
5	\$10	\$20	\$30
4	\$2	\$8	\$10
3		\$2	\$2
2		\$2	\$2
1		\$5	\$5

Consolidated odds: 1 in 10.00

5 SPOT

	Base KENO! Prize	+ Bullseye Prize	KENO! w/ Bullseye Prize
5	\$400	\$600	\$1,000
4	\$17	\$53	\$70
3	\$2	\$13	\$15
2		\$5	\$5
1		\$5	\$5

1		\$5	\$5
Consolidated odds: 1 in 11.43			

Consolidated odds: 1 in 13.33			

Consolidated odds: 1 in 16.00			
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4 SPOT			
	Base KENO! Prize	+ Bullseye Prize	KENO! w/ Bullseye Prize
4	\$70	\$280	\$350
3	\$5	\$20	\$25
2	\$1	\$11	\$12
1		\$5	\$5
Consolidated odds: 1 in 20.00			

3 SPOT			
	Base KENO! Prize	+ Bullseye Prize	KENO! w/ Bullseye Prize
3	\$25	\$100	\$125
2	\$2	\$8	\$20
1		\$8	\$8
Consolidated odds: 1 in 26.67			

2 SPOT			
	Base KENO! Prize	+ Bullseye Prize	KENO! w/ Bullseye Prize
2	\$10	\$55	\$65
1		\$15	\$15
Consolidated odds: 1 in 40.00			

1 SPOT

	Base KENO! Prize	+ Bullseye Prize	KENO! w/ Bullseye Prize
1	\$2	\$48	\$50
Consolidated odds: 1 in 80.00			

(E) "KENO!" Game Prize Payments

1. Each prize payment in "KENO!" shall be paid in a lump sum (one payment).
2. The maximum individual prize per one dollar (\$1.00) Play, without the Multiplier Option, per draw, is \$100,000. The maximum individual prize per one dollar (\$1.00) Play, plus a one dollar (\$1.00) Multiplier Option, per draw, is \$1,000,000.
3. If the total prizes awarded in a single drawing for the match 10 of 10 prize level, without the Multiplier Option, exceed \$5 million, then those prizes will be paid on a pari-mutuel basis. In this event, a maximum \$5 million aggregate prize payout shall be divided equally among such winning Plays.
4. If the total prizes awarded in a single drawing for the match of 10 of 10 prize level, with the Multiplier Option, exceed \$10 million, then those prizes will be paid on a pari-mutuel basis. In this event, a maximum \$10 million aggregate prize payout shall be divided equally among such winning Plays.
5. If the total prizes awarded in a single drawing for the match 9 of 9 prize level, with the Multiplier Option, exceed \$3 million, then those prizes will be paid on a pari-mutuel basis. In this event, a maximum \$3 million aggregate prize payout shall be divided equally among such winning Plays.
6. If the total prizes awarded in a single drawing for the match 8 of 8 prize level, with the Multiplier Option, exceed \$1 million, then those prizes will be paid on a pari-mutuel basis. In this event, a maximum \$1 million aggregate prize payout shall be divided equally among such winning Plays.
7. In lieu of the foregoing single drawing prize liability limitations, the GLC reserves the right in its sole discretion to lower the foregoing single drawing prize liability limitations in accordance with criteria as may be established from time to time by executive order of the CEO.

(F) Canceled Tickets

1. Single "KENO!" game Tickets may be canceled only on the day of purchase, prior to the draw, and only at the same terminal where they were produced. If for any reason the Lottery Terminal that issued the Ticket is inoperable prior to the drawing break, the CEO may, exclusively at his/her determination, reimburse the player the Ticket price. This shall be the player's exclusive remedy.
2. Multiple draw "KENO!" game Tickets may be canceled only on the day of purchase, prior to the Ticket's first draw, and only at the same terminal where they were produced.
3. Exchange "KENO!" game Tickets cannot be canceled.
4. All canceled "KENO!" Tickets shall be torn in half by the Retailer after daily or weekly reconciliation of "KENO!" sales.

(G) Time, Place, Frequency and Means of Conducting Drawing

1. "KENO!" drawings shall be held daily at such times as may be established from time to time by the CEO. Unless otherwise established by the CEO, the first drawing shall be at 5:04 a.m. ET, with subsequent drawings every three (3) to five (5) minutes thereafter, until approximately 12:48 a.m. ET. Drawings are held at GLC headquarters, or at such other place established by the CEO.

2. "KENO!" winning numbers are generated by using a random number generation program installed on six personal computers held in safekeeping, under 24-hour surveillance, by the GLC. Once the pools are closed, a set of winning numbers is requested by the central computer system from one of the personal computers, with the result being to select at random twenty (20) numbers out of a field of eighty (80) possible numbers.
3. The multiplier for the "KENO!" Multiplier Option will be chosen randomly from a field of 80 possible alternative choices as set forth above. The Multiplier Option choices are generated by using a random number generation program installed on six personal computers held in safekeeping, under 24-hour surveillance, by the GLC. Once the pools are closed, a multiplier is requested by the central computer system from one of the personal computers, with the result being to select at random one of the 80 possible alternative choices.

4.08 Description of the "CASH 4" Game Procedure

- (A) The GLC may operate a four-digit daily numbers game using a fixed payout ("CASH 4").
- (B) CASH 4 is a daily four-digit game in which the player may play fifty cents (\$.50) or one dollar (\$1.00) (except as noted) on any one of the following play types:
 1. Straight: A Play whereby a winning result is achieved only when a four-digit number specified by the player matches in exact order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "1234" then only the Plays made on "1234" in that exact order will be winners.
 2. Four-Way Box: A Play whereby a winning result is achieved when three of the four digits specified by the player are identical, and match in any order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "1112" three identical digits in any order will be a winning Play, (i.e. "1112", "1121", "1211", "2111").
 3. Six-Way Box: A Play whereby a winning result is achieved when the four digit number specified by the player consists of two identical pairs of numbers, and matches in any order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "1122" two identical pairs in any order will be a winning Play, (i.e. "1122", "1212", "1221", "2112", "2121", "2211").
 4. Twelve-Way Box: A Play whereby a winning result is achieved when two of the four digits specified by the player are identical, and match in any order the official winning number drawn by the GLC for that drawing event. For example if the winning number is "1123" two identical digits in any order will be a winning Play, (i.e. "1123", "1132", "1213", "1231", "1312", "1321", "2113", "2131", "2311", "3112", "3121", "3211").
 5. Twenty-Four Way Box: A Play whereby a winning result is achieved when all four digits specified by the player are unique, and match in any order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "1234" four unique digits in any order will be a winning Play, (i.e. "1234", "1243", "1324", "1342", "1423", "1432", "2134", "2143", "2314", "2341", "2413", "2431", "3124", "3142", "3214", "3241", "3412", "3421", "4123", "4132", "4213", "4231", "4312", "4321").
 6. Four-Way Straight Box: A Play whereby the player can place a straight Play and a box Play for the same four digit number on a single Ticket. Three of the digits selected must be identical. The player can win on both the straight and box Plays when the four digit number specified by the player matches in exact order the official winning number drawn by the GLC for that drawing event. The player can win on the box portion by matching in any order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "1112" then Plays made on "1112" in that exact order would qualify to win on both portions of the Ticket. However, boxed Plays made on "1112" (i.e. "1121", "1211", "2111") will be winners in the box portion only.

7. Six-Way Straight Box: A Play whereby the player can place a straight Play and a box Play for the same number on a single Ticket. The four digits selected must consist of two identical pairs. The player can win on both the straight and box Plays when the four digits specified by the player match in exact order the official winning number drawn by the GLC for the drawing event. The player can win on the box portion by matching in any order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "1122" then Plays made on "1122" in that exact order would qualify to win on both portions of the Ticket. However, boxed plays made on "1122" (i.e. "1212", "1221", "2112", "2121", "2211") will be winners in the box portion only.
8. Twelve-Way Straight Box: A Play whereby the player can place a straight Play and a box Play for the same number on a single Ticket. The four digits selected must consist of two identical digits. The player can win on both the straight and box Plays when the four digits specified by the player match in exact order the official winning number drawn by the GLC for the drawing event. The player can win on the box portion by matching in any order the official winning number drawn by the GLC for that drawing event. For example if the winning number is "1123" then Plays made on "1123" in that exact order would qualify to win on both portions of the Ticket. However, boxed plays made on "1123", (i.e. "1132", "1213", "1231", "1312", "1321", "2113", "2131", "2311", "3112", "3121", "3211") will be winners in the box portion only.
9. Twenty-Four-Way Straight Box: A Play whereby the player can place a straight Play and a box Play for the same number on a single Ticket. The four digits selected must be unique. The player can win on both the straight and box Plays when the four digits specified by the player match in exact order the official winning number drawn by the GLC for that drawing event. The player can win on the box portion by matching in any order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "1234" then Plays made on "1234" in that exact order would qualify to win on both portions of the Ticket. However, boxed Plays made on "1234" (i.e. "1243", "1324", "1342", "1423", "1432", "2134", "2143", "2314", "2341", "2413", "2431", "3124", "3142", "3214", "3241", "3412", "3421", "4123", "4132", "4213", "4231", "4312", "4321") will be winners in the box portion only.
10. Four-Way Combination: A Play whereby a winning result is achieved when three of the four digits specified by the player are identical, and match in any order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "1112" three identical digits in any order will be a winning Play, (i.e. "1112", "1121", "1211", "2111"). This Play can be purchased for a minimum of \$4.
11. Six -Way Combination: A Play whereby a winning result is achieved when the four digit number specified by the player consists of two identical pairs of numbers, and matches in any order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "1122" two identical pairs in any order will be a winning Play, (i.e. "1122", "1212", "1221", "2112", "2121", "2211"). This Play can be purchased for a minimum of \$6.
12. Twelve-Way Combination: A Play whereby a winning result is achieved when two of the four digits specified by the player are the same, and match in any order the official winning number drawn by the GLC for that drawing event. For example if the winning number is "1123" two identical digits in any order will be a winning Play, (i.e. "1123", "1132", "1213", "1231", "1312", "1321", "2113", "2131", "2311", "3112", "3121", "3211"). This Play can be purchased for a minimum of \$12.
13. Twenty-Four -Way Combination: A Play whereby a winning result is achieved when all four digits specified by the player are unique, and match in any order the official winning number drawn by the GLC for that drawing event. For example, if the winning number is "1234" four unique digits in any order will be a winning Play, (i.e. "1234", "1243", "1324", "1342",

“1423”, “1432”, “2134”, “2143”, “2314”, “2341”, “2413”, “2431”, “3124”, “3142”, “3214”, “3241”, “3412”, “3421”, “4123”, “4132”, “4213”, “4231”, “4312”, “4321”). This Play can be purchased for a minimum of \$24.

14. “1-Off”: A Play whereby a winning result is only achieved either: (a) when the four-digit number specified by the player matches in exact order the official winning number drawn by the GLC for that drawing event, OR (b) when the four digits specified by the player each match or are off only by one on any or all of the official winning four digits in exact order drawn by the GLC for that drawing event. In other words, the player wins when the player’s digits match or are only one off on any or all of the digits drawn. Each Ticket for a “1-Off” Play will display all possible winning combinations and each respective possible prize level. The only possible winning combinations for a “1-Off” Play will be those displayed on the Ticket.

(C) CASH 4 Prize Structure

1. The Prize Structure for the CASH 4 game shall be as follows:

PLAY TYPES	PRIZES FOR \$.50 PLAY	PRIZES FOR \$1.00 PLAY
Straight	\$2500	\$5000
4-way Box	\$ 600	\$1200
6-way Box	\$ 400	\$ 800
12-way Box	\$ 200	\$ 400
24-way Box	\$ 100	\$ 200
4-way Straight/Box	N/A	\$3100 (Straight/Box) \$ 600 (Box Only)
6-way Straight/Box	N/A	\$2900 (Straight/Box) \$ 400 (Box Only)
12-way Straight/Box	N/A	\$2700 (Straight/Box) \$ 200 (Box Only)
24-way Straight/Box	N/A	\$2600 (Straight/Box) \$ 100 (Box Only)
4-way Combo	N/A	\$5000
6-way Combo	N/A	\$5000
12-way Combo	N/A	\$5000
24-way Combo	N/A	\$5000
“1-Off” combinations		
Straight Match	\$1,250	\$2,500
One digit 1-Off	\$ 62	\$ 124
Two digit 1-Off	\$ 12	\$ 24
Three digit 1-Off	\$ 7	\$ 14
Four digit 1-Off	\$ 16	\$ 32

(D) Canceled Tickets

1. Cancellation of a CASH 4 ticket will be allowed if the cancellation is attempted within fifteen (15) minutes of ticket production, or the time remaining for the draw break, whichever comes first. The ticket must be canceled at the terminal where it was produced. If for any reason the Lottery Terminal that issued the Ticket is inoperable during the fifteen (15) minute cancellation period or prior to the drawing break, the CEO may, exclusively at his/her determination, reimburse the player the Ticket price. This shall be the player’s exclusive remedy.
2. All canceled CASH 4 Tickets shall be torn in half by the Retailer after daily or weekly reconciliation of CASH 4 sales.

(E) Limitation on Liability

The GLC reserves the right at any time in its sole discretion to suspend Play or limit the number of Plays on any number(s) or play type(s).

(F) Time, Place, Frequency and Means of Conducting Drawing

1. CA\$H 4 drawings shall be conducted at the studios of WSB-TV, Atlanta, Georgia, three times daily, Midday (12:29 p.m. ET), Evening (6:59 p.m. ET), and Night (11:34 p.m. ET), or at such other frequency, day, time or place established by the CEO.
2. Utilizing randomly selected mechanical drawing machines and four (4) randomly selected ball sets, the result shall be to select at random four (4) winning numbers, each between zero (0) and nine (9), in accordance with the controls and methods set forth in this chapter of these rules and regulations.

(G) CA\$H 4 Options

1. 1. Select a draw by marking the MIDDAY, EVENING, NIGHT, NEXT 2 or NEXT 3 box. All plays and play options selected on the playslip will be valid only for the draw selected. Selecting NEXT 2 or NEXT 3 will produce a play for the next two or three scheduled draws only. Multi-Draw & Advanced Play options are not available when NEXT 2 or NEXT 3 are selected.
2. Multi-Draw: You can play the same numbers for up to 7 consecutive Cash 4 draws (\$1 per play per draw) by selecting the Multi-Draw box on your playslip corresponding to the number of drawings you wish to play. Multi-Draw selections will be consecutive from the draw day selected.
3. Advance Play: You can play the same numbers for any future Cash 4 drawing through the next 6 drawings in advance of the next scheduled drawing for a total of 7 draws. Just select the Advance Play box on your playslip corresponding to the future day(s) you wish to play.
4. Quick Pik: You can have the computer randomly select your Cash 4 numbers by marking the "Quik Pik" box on your playslip.

4.09 Description of "MEGA MILLIONS" Game Procedure

- (A) The GLC operates a five (5) numbers out of seventy (70) possible numbers plus one (1) number out of twenty-five (25) possible numbers lotto style On-Line Game called MEGA MILLIONS. The MEGA MILLIONS On-Line Game shall be subject to price, prize structure, and features as may be approved from time to time by the CEO and adopted in accordance with the multi-state agreement described in subsection (B) below.
- (B) In addition to the GLC On-Line Game Rules, all sales in Georgia of the MEGA MILLIONS On-Line Game, by the GLC as a "Party Lottery," shall be governed by the "MEGA MILLIONS OFFICIAL GAME RULES" as may be amended and restated from time to time by multi-state agreement by the MEGA MILLIONS Lotteries.

4.10 Description of the "eZmatch" ON-LINE GAME add-on feature" Game procedures

- (A) 'EZMATCH' ON-LINE GAMES are specially-designed on-line lottery games which may be added to other On-Line Game Plays for an additional fee. Each 'EZMATCH' ON-LINE GAME will award prizes to winning Ticket holders instantly, similar to Instant Games. The selection of winning Tickets for the 'EZMATCH' ON-LINE GAMES shall be made at random with the aid of computer drawing equipment and programs. The winning number selection will be depicted and displayed on the On-Line Lottery Ticket for which the eZmatch feature was selected and added by the Player. Each of the 'EZMATCH' ON-LINE GAMES will have a name, Ticket price, Prize Structure, play style, duration, and additional Game Procedures, as determined and adopted at the discretion of the CEO.
- (B) The CEO, at any time, may introduce a new individual 'EZMATCH' ON-LINE GAME or series of 'EZMATCH' ON-LINE GAMES.

- (C) Each 'EZMATCH' ON-LINE GAME shall include the manner and time of payment of prizes as authorized by the CEO and stated in the individual Game Procedures.
- (D) The individual Game Procedures for each 'EZMATCH' ON-LINE GAME shall contain the Prize Structure for the game, including the number and amount of prizes as authorized by the CEO.
- (E) The odds of winning for each 'EZMATCH' ON-LINE GAME, as authorized by the CEO and stated in the individual Game Procedures, will be formatted for distribution to the public through the Retailer base and/or through the GLC Internet Website, and shall include the following:
 - (1) available prize tiers;
 - (2) consolidated odds of winning each available prize tier; and
 - (3) overall odds of winning.
- (F) Each Play for each 'EZMATCH' ON-LINE GAME shall sell for the retail sales price authorized by the CEO and stated in the individual Game Procedures, unless otherwise authorized by the CEO in accordance with §23 of the Lottery Act as part of a promotional giveaway or other sales incentive.
- (G) Play Characteristics and Restrictions
 - (1) For each of the 'EZMATCH' ON-LINE GAMES, the manner of randomly selecting winning numbers for the award of prizes according to the Prize Structure will be stated in the individual Game Procedures as authorized by the CEO.
 - (2) The Plays for each of the 'EZMATCH' ON-LINE GAMES are generated by the Lottery Terminals based upon the player's choice on a Play Slip or by Quik Pik, as may be authorized by the CEO and stated in the individual Game Procedures.
 - (3) Each Play for each of the 'EZMATCH' ON-LINE GAMES consists of a number or numbers as specified by the Game Procedures.
 - (4) Whether a Ticket for the 'EZMATCH' ON-LINE GAMES may be cancelled or not will be specified by the Game Procedures.
 - (5) The sale of Official Tickets for the 'EZMATCH' ON-LINE GAMES may be conducted only by such Retailer Business Locations as the CEO shall designate pursuant to the governing laws, policies, regulations, rules and procedures of the GLC.
 - (6) Official Tickets for each of the 'EZMATCH' ON-LINE GAMES will be available to purchase at designated Retailer Business Locations on any day and at any time specified by the Game Procedures until the game has been announced as ended.
 - (7) Each 'EZMATCH' ON-LINE GAME Play shall be valid for only the one Ticket issued for the On-Line Game Play(s) to which the 'EZMATCH' ON-LINE GAME is added, as specified by the Game Procedures.
- (H) Time, Place and Manner of Randomly Selecting Winning Numbers and Winning Tickets for the 'EZMATCH' ON-LINE GAMES
 - (1) For the each of the 'EZMATCH' ON-LINE GAMES there shall be a secure and random selection of winning tickets with the aid of computer drawing equipment and programs in which winning numbers are printed on winning Tickets, all as specified by the Game Procedures.
 - (2) The objective for selecting winning numbers and winning tickets for each of the 'EZMATCH' ON-LINE GAMES shall be to select at random winning tickets using a random number generation computer program, pursuant to the controls and methods defined by the GLC.
 - (3) For an 'EZMATCH' ON-LINE GAME Play to win a prize, it must match the winning numbers shown on the Ticket for that prize level in the game, as specified by the Game Procedures.
- (I) 'EZMATCH' ON-LINE GAMES Prize Structure Limitations
 - (1) All prizes will be for a fixed lump sum cash amount (one payment), unless otherwise authorized by the CEO and stated in the individual Game Procedures.

- (2) The objective of the Prize Structure for each of the 'EZMATCH' ON-LINE GAMES is to provide a prize pool that encourages sales at a level that maximizes the net lottery proceeds generated by each such game.
- (J) Procedure for Claiming and Payment of Prize
Prizes shall be redeemed or claimed at authorized GLC Lottery Retailer Business Locations or at a GLC Claim Center for a period of 180 days from the drawing date of the first On-Line Game Play to which the 'EZMATCH' ON-LINE GAME is added, in accordance with all applicable GLC Rules and Regulations.

4.11 Description of "POWERBALL®" Game Procedure

- (A) The GLC operates a five (5) numbers out of sixty-nine (69) possible numbers plus one (1) number out of twenty-six (26) possible numbers lotto style On-Line Game called POWERBALL. The POWERBALL On-Line Game shall be subject to price, prize structure, and features as may be approved from time to time by the CEO and adopted in accordance with the multi-state agreement described in subsection (B) below.
- (B) In addition to the GLC Game Rules, all sales in Georgia of the POWERBALL On-Line Game, by the GLC as a "Licensee Lottery," shall be governed by the "POWERBALL GROUP RULES", as may be amended and restated from time to time by multi-state agreement by the POWERBALL Lotteries.

4.12 Description of "Georgia FIVE" Game Procedure

- (A) The GLC will operate a five-digit daily numbers based On-Line Game using fixed prize payouts called "Georgia FIVE."
1. The price of a Georgia FIVE game Ticket shall be one (1) Play for one dollar (\$1.00), or such other price designated by the CEO.
 2. The holder of a winning Georgia FIVE Ticket may win in only one prize category per game Play in connection with the winning numbers drawn and shall be entitled only to the prize for the highest prize category won by those numbers.
 3. Even though a Georgia FIVE Play Slip contains up to five Panels, only a single Ticket will print for each Play or Panel Played.
 4. Each Play may be for the Midday Drawing, the Evening Drawing, or the Next 2 Drawings. Multi-Draw wagering is available for up to 7 consecutive days if the Midday Drawing or the Evening Drawing is selected. Multi-Draw wagering is not available if the Next 2 Drawings are selected.
 5. The Plays for Georgia FIVE are generated by the Lottery Terminals based upon the player's choice and may be selected using a Play Slip or by Quik Pik.
 6. Advance Play is not available for Georgia FIVE, unless otherwise determined and adopted at the sole discretion of the CEO.
- (B) Georgia FIVE Play Style
1. For each Play, a Player will choose five numbers each between zero (0) and nine (9).
 2. Based upon the official winning numbers drawn by the GLC for the respective drawing event, a Play is a winning Play only when the numbers specified by the player match, in exact order and position, one of the winning combinations set forth in the Prize Structure and Game Odds shown below.
 3. The winning combinations and prize levels are also shown in the Prize Payout Chart (or chart of prize categories and payouts) available along with other "How to Play" information at the GLC's website (www.galottery.com) and available in the Play Slips and the "How to Play" brochures which can be obtained from any GLC Retailer.

(C) Prize Payments

1. Each prize payment in Georgia FIVE shall be paid in a lump sum (one payment).
 (D) Georgia FIVE Prize Structure

Based on a dollar (\$1.00) Play, the Prize Structure and Consolidated Game Odds for the Georgia FIVE game shall be as follows:

Georgia FIVE Prize Categories and Payouts		
Match (in Exact order) and Win	Prize	Odds - 1 in:
All 5 Numbers	\$10,000	100,000
First (or Last) 4 Numbers	\$225	5,556
First 3 Numbers + Last Number	\$21	11,111
First Number + Last 3 Numbers	\$21	11,111
First (or Last) 3 Numbers	\$20	617
First 2 Numbers + Last 2 Numbers	\$20	11,111
First 2 Numbers + Last Number	\$11	1,235
First Number + Last 2 Numbers	\$11	1,235
First (or Last) 2 Numbers	\$10	62
First Number + Last Number	\$2	123
First (or Last) Number	\$1	6
Overall odds of winning any Georgia FIVE prize are 1 in 5.26		

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(E) Georgia FIVE Game Odds

1. The following table sets forth the detailed prize payments and game odds in Georgia FIVE based upon all possible combinations of Winning Numbers Drawn and Plays selected by Players:

Possible Match Outcomes*							
Position 1	Position 2	Position 3	Position 4	Position 5	Match Description	Prize	Odds - 1 in:
Yes	Yes	Yes	Yes	Yes	All 5	\$10,000	100,000
Yes	Yes	Yes	Yes	No	first 4	\$225	11,11
No	Yes	Yes	Yes	Yes	last 4	\$225	11,11
Yes	Yes	Yes	No	Yes	first 3 + last 1	\$21	11,111
Yes	No	Yes	Yes	Yes	first 1 + last 3	\$21	11,111
Yes	Yes	No	Yes	Yes	first 2 + last 2	\$20	11,111
Yes	Yes	Yes	No	No	first 3	\$20	617
No	No	Yes	Yes	Yes	last 3	\$20	617
Yes	Yes	No	No	Yes	first 2 + last 1	\$11	1,235
Yes	No	No	Yes	Yes	first 1 + last 2	\$11	1,235
Yes	Yes	No	Yes	No	first 2	\$10	1,235
No	Yes	No	Yes	Yes	last 2	\$10	1,235
No	No	No	Yes	Yes	last 2	\$10	137
Yes	Yes	No	No	No	first 2	\$10	137
Yes	No	Yes	No	Yes	first 1 + last 1	\$2	1,235
Yes	No	No	No	Yes	first 1 + last 1	\$2	137
No	Yes	Yes	No	Yes	last 1	\$1	1,235
Yes	No	Yes	Yes	No	first 1	\$1	1,235
Yes	No	No	Yes	No	first 1	\$1	137
Yes	No	Yes	No	No	first 1	\$1	137
No	No	Yes	No	Yes	last 1	\$1	137
No	Yes	No	No	Yes	last 1	\$1	137
Yes	No	No	No	No	first 1	\$1	15
No	No	No	No	Yes	last 1	\$1	15
No	Yes	Yes	Yes	No	Non-Winning	\$0	1,235
No	Yes	Yes	No	No	Non-Winning	\$0	137
No	Yes	No	Yes	No	Non-Winning	\$0	137
No	No	Yes	Yes	No	Non-Winning	\$0	137
No	No	Yes	No	No	Non-Winning	\$0	15
No	No	No	Yes	No	Non-Winning	\$0	15
No	Yes	No	No	No	Non-Winning	\$0	15
No	No	No	No	No	Non-Winning	\$0	2

*Yes = Exact Match of Winning Number drawn to Player selected number and position
 *No = No Match of Winning Number drawn to Player selected number and position

- (F) **Canceled Tickets**
1. A Ticket which is printed in error for the Georgia FIVE game may be canceled only on the date purchased, within fifteen (15) minutes of the purchase and prior to the drawing break. Such Tickets shall be voided only by the issuing Retailer and on the Lottery Terminal that printed the Ticket, and the player may request a refund or a replacement Ticket. If for any reason the Lottery Terminal that issued the Ticket is inoperable prior to the drawing break, the CEO may, exclusively at his/her discretion, reimburse the player the Ticket price. This shall be the player's exclusive remedy.
 2. All canceled Georgia FIVE Tickets shall be torn in half by the Retailer after daily or weekly reconciliation of Georgia FIVE sales.
 3. Exchange tickets cannot be canceled.
- (G) **Time, Place, Frequency and Means of Conduction Drawing**
1. Georgia FIVE drawings shall be conducted twice daily at the studios of WSB-TV, Atlanta, at approximately 12:29 p.m. ET, and at approximately 6:59 p.m. ET, or at such other frequency, day, time or place established by the CEO.
 2. Utilizing mechanical drawing machines selected at random and five (5) ball sets selected at random, the result shall be to select at random (5) winning numbers, each between zero (0) and nine (9), in accordance with the controls and methods set forth in this chapter of these rules and regulations.
- (H) **Limitation on Liability**
- The GLC reserves the right at any time in its sole discretion to suspend Play or limit the number of Plays on any number(s) or play type(s).

4.13 Electronic Transactions, and lottery Plays through the Georgia Lottery Players Club Website

- (A) Players may register and purchase shares in GLC lottery games through the Georgia Lottery Players Club Website, limited initially to the following On-Line Games: Fantasy 5, Mega Millions and Powerball. The CEO may at any time by executive order:
1. Add additional On-Line Games and introduce new On-Line Games eligible for Players to purchase shares by electronic transactions via the Georgia Lottery Players Club account;
 2. Provide for the commencement of purchase and sale of Lottery Tickets and Shares at Retailer Business Locations by electronic transactions via the Georgia Lottery Players Club account; and
 3. Adopt additional Policies and Procedures, which are not otherwise addressed by these On-Line Game Rules, as may be required to govern the day to day operations of electronic transactions, and lottery Plays through the Georgia Lottery Players Club Website.
- (B) For shares in an On-Line Game purchased by electronic transactions via the Georgia Lottery Players Club account to be eligible for a Prize, the Share and electronic transaction data must be recorded on the GLC's central computer system on magnetic tape or disk prior to the drawing, and the Share and electronic transaction data must satisfy the GLC's Prize validation requirements in every respect.

4.14 Description of the "All or Nothing" Game Procedure

- (A) The GLC will operate a numbers based On-Line Game (or Drawing Game) called "All or Nothing" with multiple daily drawings of twelve numbers and using fixed prize payouts.
1. The price of an All or Nothing game Ticket or Share shall be one (1) Play for two dollars (\$2.00), or such other price designated by the CEO.

2. The holder of a winning All or Nothing Ticket or Share may win in only one prize category per game Play in connection with the winning numbers drawn and shall be entitled only to the prize for the highest prize category won by those numbers.
 3. Advance Play is not available for All or Nothing, unless otherwise determined and adopted at the sole discretion of the CEO.
- (B) All or Nothing Play Style
1. For each Play, a Player will choose twelve (12) numbers each between one (1) and twenty-four (24).
 2. The object of the game is to either select as many or as few numbers that match the 12 numbers drawn in the drawing. If a player matches more than 7 (seven) or fewer than 5 (five) numbers drawn in the drawing, the player wins a prize. (See the prizes set forth in the Prize Structure below.) If the player matches all 12 numbers drawn in the drawing, or does not match any numbers drawn in the drawing, the player wins the Grand Prize. If more than one Ticket or Share has been sold in which a player has matched all or none of the numbers drawn in a single drawing, the Grand Prize may be an amount divided equally among multiple winners.
 3. Based upon the official winning numbers drawn by the GLC for the respective drawing event, a Play is a winning Play only when the numbers specified by the player match the numbers drawn in one of the winning combinations set forth in the Prize Structure below.
 4. The winning combinations and prize levels are also shown in the Prize Payout Chart (or chart of prize categories and payouts) available along with other 'How to Play' information at the GLC's website (www.galottery.com) and available in the Play Slips and the 'How to Play' brochures which can be obtained from any GLC Retailer.
 5. The CEO may authorize promotions in connection with the "All or Nothing" On-Line game.
- (C) Plays and Ticket or Shares.
1. A player can play up to 10 Plays on each Play Slip.
 2. Multi-Draw wagering is available for up to 28 consecutive drawings, beginning with the next available drawing and will not skip any drawings.
 3. The Plays for All or Nothing are generated by the Lottery Terminals based upon the player's choice on a Play Slip, by Quik Pik, or as may be authorized or restricted by the CEO.
- (D) Prize Payments
1. Each prize payment in All or Nothing shall be paid in a lump sum (one payment).
 2. Each person who holds a valid ticket or share for a Play matching (in any order) the twelve numbers drawn in a drawing, or matching none of the twelve numbers drawn in a drawing is entitled to a Grand Prize in the amount of \$250,000; provided that, in any single drawing where the number of Grand Prize winning plays exceeds the established liability cap, the Grand Prizes shall be paid on a pari-mutuel rather than fixed prize basis, all in accordance with applicable law and with lottery rules, regulations, policies and procedures. For purposes of prize calculation with respect to the pari-mutuel prize, the calculation shall be rounded down so that prizes shall be paid in multiples of one dollar. All other prizes are in amounts for matching or non-matching selections as set forth in the Prize Structure below.
- (E) All or Nothing Prize Structure
Based on a two dollar (\$2.00) Play, the Prize Structure and Consolidated Game Odds for the All or Nothing game shall be as follows:

All or Nothing Prize Categories and Payouts		
Match and Win	Prize	Odds - 1 in:
0 of 12	\$250,000* (Grand Prize)	2,704,156
1 of 12	\$500	18,779
2 of 12	\$50	621
3 of 12	\$10	56
4 of 12	\$2	11

5 of 12	Not a Winner	Not a Winner
6 of 12	Not a Winner	Not a Winner
7 of 12	Not a Winner	Not a Winner
8 of 12	\$2	11
9 of 12	\$10	56
10 of 12	\$50	621
11 of 12	\$500	18,779
12 of 12	\$250,000* (Grand Prize)	2,704,156
Overall odds of winning any All or Nothing prize are 1 in 4.5		
*The Grand Prize may be an amount divided equally among multiple winners.		

(F) Features

1. Quik Pik: A Player can have the computer randomly select some or all of the Player's All or Nothing numbers by marking the applicable "QP" (Quik Pik) box within each play area on the playslip.
2. Multi-Draw: A Player can play the same numbers for up to 28 consecutive drawings (\$2 per play, per draw) by marking the applicable Multi-Draw box. The Players ticket will begin with the next available drawing and will not skip any drawings.

(G) Canceled Ticket or Shares

An All or Nothing ticket or share purchase may not be voided or cancelled. ALL SALES ARE FINAL.

(H) Time, Place, Frequency and Means of Conducting Drawing

1. Initially, All or Nothing drawings shall be conducted four (4) times daily, Morning (10 a.m. ET), Day (2 p.m. ET), Evening (6 p.m. ET), and Night (10 p.m. ET), at GLC headquarters in Atlanta, GA, or at such other frequency, day, time or place established by the CEO.
2. The drawing objective for each All or Nothing game drawing shall be to select at random twelve (12) different numbers using a random number generation computer program, pursuant to the controls and methods defined by the GLC. The drawings will be conducted in accordance with security procedures and drawing procedure adopted by the GLC. The numbers selected in a drawing shall be used to determine all winners for that drawing
3. For a Play to win a prize, it must match the numbers drawn for that prize level in the game drawing, as specified by the Game Procedures.

(I) Limitation on Liability

The GLC reserves the right at any time in its sole discretion to suspend Play or limit the number of Plays on any number(s) or play type(s).

4.15 Description of the eInstant On-Line Lottery Games (DIGGI GAMES) procedures.

- (A) eInstant On-Line Lottery Games (or DIGGI GAMES). On-Line eInstant Games are specially designed instant win lottery games, comparable to physical scratch-off Instant Games, which will award prizes to purchasers of share(s) by means of Card Transactions using an iHOPE Card via the Internet. Each of the On-Line eInstant Games will have a name, Ticket or Share price, Prize Structure, duration, and quantity of Tickets or Shares available for sale as determined at the discretion of the CEO.
- (B) The CEO, at any time, may introduce a new individual eInstant On-Line Lottery Game or series of eInstant On-Line Lottery Games.

- (C) Each eInstant On-Line Lottery Game shall include play characteristics, restrictions, and the manner and time of payment of prizes (if different from normal electronic transactions), as authorized by the CEO and stated in the individual Game Procedures.
- (D) The individual Game Procedures for each eInstant On-Line Lottery Game shall contain the Prize Structure for the game, including the number and amount of prizes as authorized by the CEO.
- (E) Purchased Ticket or Shares for the eInstant On-Line Lottery Games cannot be cancelled.
- (F) A Ticket or Share shall be valid for one and only one specified eInstant On-Line Lottery Game.
- (G) The odds of winning for each eInstant On-Line Lottery Game, as authorized by the CEO and stated in the individual Game Procedures, will be formatted for distribution to the public through the Retailer base and/or through the GLC Internet Website, and shall include the following:
 - (1) available prize tiers;
 - (2) the current overall odds of winning, updated as often as practicable on-line;
 - (3) the number of prizes available at each prize tier, updated as often as practicable on-line; and
 - (4) overall odds of winning.
- (H) Each Ticket or Share for each eInstant On-Line Lottery Game shall sell for the retail sales price authorized by the CEO and stated in the individual Game Procedures, unless otherwise authorized by the CEO in accordance with §23 of the Lottery Act as part of a promotional giveaway or other sales incentive.
- (I) The purchaser receives one Play for each Ticket or Share purchased.
- (J) Procedure for Claiming and Payment of Prize. Prizes shall be redeemed or claimed for a period of 180 days from the date of playing an eInstant On-Line Lottery Game, in accordance with all applicable GLC Rules and Regulations.
- (K) Individual eInstant On-Line Lottery Games procedures. At the discretion of the CEO, each individual eInstant On-Line Lottery Game procedure for the Tickets or Shares purchased by means of a Card Transaction via the Internet through the Georgia Lottery Players Club Website, may be governed by the contractual terms for each game's programming and design parameters set forth by agreement in writing between the GLC and the GLC's On-Line Gaming Systems and Services Vendor.

4.16 Description of INSTANT Game (or 'SCRATCHER' Game) Procedures

- (A) **Applicability of Rules**
The Game Rules contain specific rules, regulations, procedures, instructions and directives which apply to Instant Games developed and offered for distribution and sale to the public by the Georgia Lottery Corporation ("GLC"). The GLC will, from time to time, amend these Rules and Regulations and adopt new Rules and Regulations that pertain to all Instant Games as well as game specific items that will be incorporated into the Working Papers for each game. In the event of a conflict among the Act, the Game Rules, and the Retailer Contract, the Act will govern the Game Rules, and the Game Rules will govern the Retailer Contract; however, to the extent not in conflict with the Act, the Working Papers will govern the Game Rules as to the specific Instant Game being produced for distribution: further, however, to the extent not in conflict with the Act, any special rules, Draw Procedures or other Game Procedures adopted by the GLC for a specific Instant Game (such as for a sales contest), will govern the Working Papers and the Game Rules as to that game.
- (B) **General Rules**
 - (1) If the GLC, in its sole discretion, has authorized a Retailer to sell Tickets for Instant Games at one or more of its Retailer Business Locations, in addition to all provisions, terms and conditions of the Act, other Rules and Regulations, and the Retailer Contract, the Game Rules herein shall apply to all Instant Games. To the extent of any inconsistency with either the Retailer Contract or with the Retailer Rules, the Game Rules shall govern the Instant Games.

(2) Each Retailer shall sell Instant Tickets for any and all Instant Games, as directed by the GLC, at each of its Retailer Business Locations listed in the Retailer Contract for which the GLC has authorized the sale of Tickets for Instant Games.

(3) Acceptance and Return of Instant Tickets:

- (a) Each Retailer shall have a fiduciary duty and responsibility to preserve and account for all Instant Tickets accepted from the GLC or its distributor, as well as cash proceeds from the sale of any lottery products, subject only to exceptions, clarifications or modifications as may be adopted from time to time by the CEO.
- (b) Any Instant Tickets not properly accounted for by the Retailer upon termination of the Retailer Contract, upon demand by the GLC, or at the End of Game date for the corresponding Instant Game, regardless of the reason, shall be the responsibility of the Retailer, subject only to exceptions, clarifications or modifications as may be adopted by the CEO.
- (c) Retailers shall confirm receipt of all Packs of Instant Tickets delivered, at the time of delivery, through the Lottery Terminal provided by the GLC. **Failure to confirm Tickets upon receipt could result in appropriate sanctions up to and including Retailer Contract Termination.** Retailers shall accept only complete Ticket orders assigned to them and will not be allowed to accept a part of the Ticket order delivered to them, unless otherwise permitted by the CEO.
- (d) The GLC will accept full and partial Pack returns immediately following the termination, cancellation, suspension, revocation or non-renewal of a Retailer Contract with the GLC. The returned Instant Tickets must be collected by or delivered directly to a Lottery Sales Representative or any other employee designated by the CEO. Activated Instant Tickets not returned, or not otherwise accounted for to GLC's satisfaction, will be charged to the Retailer, less appropriate Retailer Commissions.
- (e) For special Instant Games which may have varying market appeal, as determined from time to time in the sole discretion of the CEO (such as seasonal, special interest and sports theme Instant Games), the GLC may accept full and partial Pack returns prior to the announced End of Game. The returned Instant Tickets must be collected by or delivered directly to a Lottery Sales Representative or any other employee designated by the CEO. Activated Instant Tickets not returned, or not otherwise accounted for to GLC's satisfaction, will be charged to the Retailer, less appropriate Retailer Commissions.
- (f) Prior to announcing the End of Game date for any particular Instant Game to the general public, the GLC will notify Retailers of a prior date at which the GLC expects the Retailer to cease selling Instant Tickets for that game. Thereafter, and on or before the End of Game date, the GLC Sales Representative, or any other employee designated by the CEO, will pick up any full and partial Packs of Tickets for that game remaining with the Retailer. Activated Instant Tickets not returned, or not otherwise accounted for to GLC's satisfaction, will be charged to the Retailer, less appropriate Retailer Commissions.
- (g) The foregoing notwithstanding, the GLC may, from time to time, adopt rules limiting the return and acceptance of full and partial Packs for specific Instant Games as a condition of Retailer participation in sales contests, promotional offerings, and other events.
- (h) Lost or Missing issued or confirmed, but non-activated, full Packs of Instant Tickets that are not returned to the GLC, upon GLC's request or requirement, will not be charged to the Retailer; however, continued lack of accountability, responsibility, or misfeasance by a Retailer in handling Instant Tickets shall result in appropriate sanctions. (A police report is not required for lost or missing Instant Tickets.)

(C) Stolen Tickets

- (1) The Retailer shall report all stolen Instant Tickets to the GLC as soon as possible upon discovery of the theft. **In addition, the Retailer shall also file a police report for the stolen Tickets.** A copy of the police report shall be forwarded to the GLC upon request.
- (2) For Activated Packs, the Retailer shall be responsible for lost or stolen Instant Tickets and will be charged the full price of the Tickets, minus any applicable Commissions; provided, however, if the Retailer has complied with all of the reporting requirements, the GLC will credit the Retailer for the full or partial Activated Packs of stolen Instant Tickets as soon as

possible, but not prior to the settlement and validation blocking of the stolen Activated Pack(s), as follows:

- (a) GLC will credit the amount invoiced to the Retailer for full Activated Packs of stolen Instant Tickets reported to the GLC, if none of the stolen Tickets from the Activated Pack have been validated and if the GLC has been able to block the validation of those stolen Packs on the GLC's gaming system computers; or
 - (b) GLC will credit the amount invoiced to the Retailer for all or portion(s) of Activated Packs of stolen Instant Tickets reported to the GLC for any of the Tickets recovered unscratched by the GLC; or
 - (c) If only some, but not all, of the Tickets in an Activated Pack are reported stolen, the GLC will credit the amount invoiced to the Retailer for the range(s) of Tickets reported stolen, if the GLC has been able to block the validation of the range(s) of Tickets reported stolen on the GLC's gaming system computers. In allowing such credit, the GLC will rely upon the range(s) of Tickets reported stolen; however, if the range(s) reported stolen are not available from the Retailer or prove to be inaccurate, the credit will be determined by the GLC's best estimates from information contained on the GLC's gaming system computer records.
- (3) For full packs of issued or confirmed but non-activated Instant Tickets, the Retailer shall be responsible for stolen Instant Tickets and will be charged the full price of the Tickets, minus any applicable Commissions only if the Retailer has not complied with all of the stolen Ticket reporting requirements.
 - (4) Unless otherwise permitted by the CEO, the Retailer must have a valid Retailer Contract with the GLC, be an active Retailer, and be current on all funds due to the GLC in order to qualify for any credit for stolen Instant Tickets not recovered.
- (D) Damaged Tickets
- (1) If Instant Tickets are damaged in transit to the Retailer, the Retailer shall report the damage to the GLC within 24 hours after confirmation of delivery. (A police report is not required for damaged Instant Tickets.) The GLC will accept the return of all Tickets damaged in shipment.
 - (2) The Retailer shall be responsible for Instant Tickets damaged after delivery; however, the Retailer will not be charged for full packs of confirmed but non-activated Instant Tickets damaged after delivery and the Retailer will receive credit for partial packs of damaged activated Instant Tickets damaged after delivery, so long as the Retailer returns the damaged tickets to the GLC as soon as possible after the damage occurs.
- (E) Instant Ticket Handling Generally
- (1) Situations, which require clarification or are not covered by these Game Rules and which may arise regarding the acceptance and return of Instant Tickets, lost and missing Instant Tickets, stolen Instant Tickets, and damaged Instant Tickets, may be addressed from time to time, as appropriate, in accordance with criteria approved by the CEO.
 - (2) Continued lack of accountability, responsibility, or misfeasance by a Retailer in handling Instant Tickets shall result in appropriate sanctions.
- (F) New Instant Game
- (1) The CEO, at any time, may introduce a new individual Instant Game or series of Instant Games.
 - (2) Each Instant Game shall include the manner and time of payment of prizes as authorized by the CEO and stated in the individual Working Papers.
 - (3) The individual Working Papers for each Instant Game shall contain the number and amount of prizes as authorized by the CEO.
 - (4) The odds of winning for each Instant Game, as authorized by the CEO and stated in the individual Working Papers, will be formatted for distribution to the public through the Retailer base and shall include the following:

- (a) available prize tiers;
 - (b) consolidated odds of winning each available prize tier; and
 - (c) overall odds of winning.
- (G) Sale of Instant Tickets
- (1) Only Retailers who have entered into a Retailer Contract with the GLC, and have been approved by the GLC, in the GLC's sole discretion, for the sale of Instant Games, are authorized to sell Instant Tickets. Instant Tickets may only be sold:
 - (a) at the Retailer Business Location(s) listed in the Retailer Contract for which the GLC has authorized the sale of Tickets for Instant Games; and
 - (b) at the Retailer Business Location where each Instant Ticket Pack is assigned by the GLC and accepted by the Retailer.
 - (2) Each Instant Ticket shall sell for the retail sales price authorized by the CEO and stated in the individual Working Papers, unless otherwise authorized by the CEO in accordance with §23 of the Lottery Act as part of a promotional giveaway or other sales incentive.
- (H) Determination of Prize Winner
- (1) The Play Symbols shall be used by a player to determine eligibility for Instant Game prizes. Qualifying Play Symbols are stated in the Working Papers.
 - (2) A player's eligibility to win a prize is subject to the Ticket validation requirements.
 - (3) For each individual Instant Game, the player shall uncover the Play Area on the front of the Ticket to reveal the Play Symbols. Eligibility to win a prize is based on the approved Play Style as stated in the Working Papers. Prizes are subject to prior sales.
- (I) Ticket Validation Requirements
- (1) Each Instant Ticket shall be validated according to validation procedures prior to payment of a prize.
 - (2) An Instant Ticket shall comply with all of the following:
 - (a) The Ticket shall not be stolen or appear on any list of omitted Tickets on file with the GLC.
 - (b) The Ticket shall not be counterfeit or forged, in whole or in part.
 - (c) The Ticket shall not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner.
 - (d) The Ticket shall have been issued by the GLC in an authorized manner.
 - (e) The Ticket shall have been received or recorded by the GLC by applicable redemption deadlines.
 - (f) The Ticket shall pass the confidential validation and security tests appropriate to the applicable Play Style.
 - (g) The Validation Number of an apparent winning Ticket shall appear on the GLC's official file of Validation Numbers of winning Tickets. A Ticket with that Validation Number shall not have been paid previously.
 - (h) The Ticket shall be intact, and not miscut, and have exactly one Play Symbol and exactly one Caption in each of the rub-off spots, exactly one Pack Number, exactly one Ticket Number, exactly one Retailer Validation Code, and exactly one Validation Number on the Ticket.
 - (i) The Game Number, Pack Number, Ticket Number, and Validation Number must be present in their entirety and be fully legible. The Validation Number shall correspond, using the GLC's codes, to the Play Symbols on the Ticket.
 - (j) The Play Symbols, Captions, Validation Number, Retailer Validation Code, Pack Number, and Ticket Number must be right side up and not reversed in any manner.
 - (k) The Ticket must not be blank or partially blank, misregistered, defective, or printed or produced in error.
 - (l) Each of the Play Symbols on the Instant Game Ticket must be exactly one of those described in that Instant Game's Working Papers, and each of the Captions must be exactly one of those described in the same Working Papers.
 - (m) Each of the Play Symbols on the Ticket must be printed in the correct symbol font and correspond precisely to the artwork on file at the GLC. Each of the Captions must be printed in the Caption font and must correspond precisely to the artwork on file at the GLC. The Retailer Validation Code must be printed in the Retailer Validation Code font and must correspond precisely to the artwork on file at the GLC. The Validation Number

must be printed in the Validation Number font and must correspond precisely to the artwork on file at the GLC.

(n) The display printing must be regular in every respect and correspond precisely with the artwork on file at the GLC.

(3) Any Ticket not passing all of the validation tests and requirements is void and ineligible for any prize and shall not be paid. The CEO may, at CEO's exclusive determination, replace the Ticket or reimburse the player for the cost of the void Ticket.

(4) If a defective Ticket is purchased, the GLC's only liability shall be replacement of the Ticket or reimbursement for the cost of the void Ticket.

(J) Ticket Responsibility

(1) If the signature area is defaced, altered, or signed by more than one person, the GLC reserves the right to refuse payment.

(2) The GLC shall not be responsible for lost, stolen, or destroyed Tickets.

(3) The GLC shall not be responsible for erroneous or mutilated Tickets.

(4) The GLC shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.

(5) The GLC shall not pay prizes to any Claimant who purchases a Ticket from an unauthorized Retailer.

(6) The GLC shall pay a prize to only one individual or entity.

(K) Disputed Ticket

If a dispute arises between the GLC and a Ticket Claimant concerning whether the Ticket is a winning Ticket and if the Ticket prize has not been paid, the CEO may, exclusively at his/her determination, reimburse the Claimant for the cost of the disputed Ticket, or provide the Claimant a replacement Ticket of the same cost as the disputed Ticket. This shall be the Claimant's exclusive remedy.

(L) End of Game and Prize Claim Period

(1) The CEO, at any time, may establish the End of Game date for an individual Instant Game or series of Instant Games.

(2) The GLC Sales Representatives will be directed to contact all Retailers in order to have the Retailers properly account for and return for credit the unsold Instant Tickets from such Instant Games. Every reasonable effort shall be made to assure the return of all unsold Instant Tickets from each discontinuing Instant Game on or before the corresponding End of Game date. Instant Tickets not returned will be charged to the Retailer.

(3) Instant Game prizes shall be redeemed or claimed no later than 90 days after the End of Game date of the individual Instant Game; the date of claim or redemption is the date of receipt by the GLC, thereafter, no claims shall be honored by the GLC.

(4) When the End of Game date for an individual Instant Game or series of Instant Games has been established, the GLC sales and marketing department shall prepare and distribute an End of Game flyer to all GLC Retailers announcing the names of Instant Games which are ending, End of Game date, and last day to redeem date.

(5) When the End of Game date for an individual Instant Game or series of Instant Games has been established, the GLC legal department shall prepare and publish, beginning on or before the End of Game date, a legal notice announcing the names of the Instant Games which are ending, the End of Game date for each such Instant Game, and the last date upon which prizes for each such Instant Game may be redeemed or claimed.

(M) Governing Law

In purchasing a Ticket, the customer or player agrees to comply with, and abide by, the Act, other applicable Georgia laws, all Rules and Regulations and final decisions of the GLC, and all procedures and instructions established by the GLC or the CEO for the conduct of the game.

(N) Taxes and Setoffs

In accordance with the Act and other applicable laws:

(1) All prizes are subject to applicable federal and state withholdings, and state and federal income taxes; and

(2) In accordance with Article 2 of the Act, certain high tier prizes, net of wager or ticket costs, are subject to Debt Setoff collection by claimant agencies.

(O) End of Game Report

Following the time period in which prizes may be claimed after the End of Game date, the GLC shall prepare a report that shows, at a minimum, the total number of Tickets sold and the value of prizes awarded in the game.

- (P) Coordination of Instant Game Rules and On-Line Game Rules
If and when there is an issue or topic relevant to the Game Rules which is addressed in the On-Line Game Rules, but which is not addressed in the Instant Ticket Game Rules, then the provisions of the On-Line Game Rules shall apply equally to the Instant Games for such issue or topic; however, in no case shall an Instant Game winner be allowed the option to receive a single cash payment in lieu of an annuitized prize unless that option is specifically provided for in the applicable procedures or in the respective Instant Game Working Papers.
- (Q) Annuitized Prizes
Whenever Instant Game Working Papers provide for an option to receive a single cash payment in lieu of an annuitized prize, the GLC's On-Line Game Rules shall apply, including but not limited to the following:

Whenever a player wins an annuitized prize AND has not selected in advance a lump sum payment, the GLC, in its sole discretion, may provide, in the applicable procedures or in the Working Papers for each respective lottery game, an option for the claimant either to receive the annuitized prize specified for the game, or to receive a single cash payment in lieu of an annuity, at the time of prize claim. When the GLC provides a single cash payment option at the time of claim of an annuitized prize, the claimant may only select the single cash payment option if the claimant:

- (i) Reviews the GLC's disclosure of the methodology used to compute the single cash payment, which shall be determined in the sole discretion of the GLC in accordance with criteria established by the CEO for each respective annuity prize lottery games; and
- (ii) Signs an irrevocable prize payout election form stating that the player understands that he or she is under no obligation to elect to take a single cash payment in lieu of an annuity and may freely elect to continue to take the prize as an annuity; and
- (iii) Makes the irrevocable selection between the annuity payments and a lump sum payment within 60 days from the date the prize claim is made. If a lump sum cash payment option is offered for an annuity prize claim, no payment for such a prize will be processed until the Claimant submits a form irrevocably selecting a payment option, or the 60-day selection period lapses, whichever shall first occur.

4.17 Description of the "JUMBO BUCKS LOTTO" with CASH MATCH® Game Procedure

- (A) The GLC will operate a six (6) numbers out of forty-seven (47) possible numbers draw game called JUMBO BUCKS LOTTO.
1. For each Play, a Player will choose six (6) numbers each between one (1) and forty-seven (47).
 2. Based upon the official winning numbers drawn by the GLC for each respective drawing event, a Play is a winning Play only when the numbers specified by the player match the numbers drawn in one of the winning combinations set forth in the Prize Structure below.
 3. The holder of a winning JUMBO BUCKS LOTTO Ticket may win in only one prize category per game Panel in connection with the winning numbers drawn and shall be entitled only to the prize for the highest prize category won by those numbers.
 4. The price of a JUMBO BUCKS LOTTO game Ticket shall be one Play for one dollar (\$1.00) or such other price designated by the CEO.
 5. The Plays for JUMBO BUCKS LOTTO are generated by the Lottery Terminals based upon the player's choice on a Play Slip, by Quik Pik, or as may be authorized or restricted by the CEO. A player can play up to 5 Plays on each Play Slip.
 6. Multi-Draw wagering is available for up to 26 consecutive drawings, beginning with the next available drawing and will not skip any drawings, unless otherwise determined and adopted at the sole discretion of the CEO.
 7. Advance Play is not available for JUMBO BUCKS LOTTO, unless otherwise determined and adopted at the sole discretion of the CEO.
 8. The current winning combinations and prize levels are also shown in the chart of prize categories and payouts available along with other 'How to Play' information at the GLC's website (www.galottery.com) and available in the Play Slips and the 'How to Play' brochures which can be obtained from any GLC Retailer.

9. The CEO may authorize promotions in connection with the JUMBO BUCKS LOTTO On-Line game.
- (B) Prize Pools
1. The GLC shall allocate for prizes approximately 50% of each drawing from JUMBO BUCKS LOTTO sales from all Tickets, exclusive of free Plays and promotional tickets or coupons, and shall allocate that amount to the winning pool or pools for payment of prizes for that game.
 2. The prize money allocated to a prize category shall be awarded equally to the number of game Plays winning that prize; however, prizes less than the GRAND/JACKPOT prize normally shall be paid in the fixed amounts shown in (D) below, except when the prize pools are not fully funded and the CEO determines in her sole discretion that the prizes will be paid on a pari-mutuel basis.
 3. If, in any game drawing, there are no Plays that qualify for the prize, or the prize pool is greater than necessary to honor the winning claims, the prize money for that game drawing shall be added to the respective prize pool for the next drawing.
- (C) GRAND/JACKPOT Prize Payment
1. The GRAND/JACKPOT prize payment shall be paid in accordance with Sections 4.04(K) and 4.04(L) of these rules:
 2. Players may elect a cash value equivalency option at the time of claim of a JUMBO BUCKS LOTTO ticket. If the Player elects the cash value equivalency option, and is the GRAND/JACKPOT prize winner, s(he) shall receive his/her share of the money allocated to the GRAND/JACKPOT prize pool, as set forth in (D) Prize Structure below, in a lump sum payment; or
 3. Players may elect an annuitized prize option at the time of claim of a JUMBO BUCKS LOTTO ticket. If the Player elects the annuitized prize option, and is the GRAND/JACKPOT prize winner, s(he) may receive his/her share of the annuitized prize in thirty (30) installments. The initial payment shall be paid upon completion of internal validation and debt set-off procedures. The subsequent twenty-nine (29) payments shall be paid annually.
- (D) JUMBO BUCKS LOTTO Prize Structure
1. Provided the prize pools are fully funded, the prize payments for JUMBO BUCKS LOTTO based on a one dollar (\$1.00) Play are as follows:

<u>PRIZE POOL %</u>	<u>MATCH</u>	<u>PRIZE POOL</u>
a. All six (6) of six	GRAND/JACKPOT* (Pari-mutuel)	33%
b. Five (5) of six	\$500	1%
c. Four (4) of six	\$50	6%
d. Three (3) of six	\$5	10%

* The Grand/Jackpot prize will be divided equally among multiple winners.
 2. The Breakage from all prizes shall be placed in a reserve fund to be allocated to prize payments as determined by the CEO.
- (E) JUMBO BUCKS LOTTO Draw Game Odds
1. The following table sets forth the odds in JUMBO BUCKS LOTTO:

<u>MATCH</u>	<u>ODDS</u>
Six (6) of six	1 in 10,737,573
Five (5) of six	1 in 43,649
Four (4) of six	1 in 873
Three (3) of six	1 in 50
Overall Odds	1 in 47.56
- (F) Canceled Tickets
1. Tickets for JUMBO BUCKS LOTTO shall not be canceled. All sales are final.
- (G) Time, Place, Frequency and Means of Conducting Drawing
1. JUMBO BUCKS LOTTO drawings shall be conducted at the studios of WSB-TV, Atlanta, at approximately 11:00 p.m. ET, each Monday and Thursday night, or at such other day(s), time(s) or place(s) established by the CEO.
 2. Utilizing one (1) mechanical drawing machine and one (1) ball set, both randomly selected, the result shall be to select at random six (6) winning numbers out of forty-seven (47) possible

numbers, in accordance with the controls and methods set forth in this chapter of these rules and regulations.

(H) **CASH MATCH® add-on Feature**

1. JUMBO BUCKS LOTTO will have an EZMATCH ON-LINE GAME add-on feature called "CASH MATCH®," which will be governed by the Game Rules, except to the extent modified for CASH MATCH® by these Game Rules.
2. The CASH MATCH® add-on feature will have a Ticket price, Prize Structure, play style, duration, multiplier feature, and such additional Game Procedures, as determined and adopted at the discretion of the CEO.
3. The CASH MATCH® feature is an optional feature, which may be chosen by the Player when purchasing a JUMBO BUCKS LOTTO Ticket, and which will award prizes to winning Ticket holders instantly, similar to Instant Games.
4. When chosen by the Player, the price of a CASH MATCH® Play shall be one Play for an additional one dollar (\$1.00) for each JUMBO BUCKS LOTTO Play purchased, or such other price designated by the CEO.
5. Every CASH MATCH® purchase will include a Multiplier that will automatically print on the Ticket. The Multiplier will increase the CASH MATCH® instant winnings up to 10 times, depending upon the multiplier shown. The Multiplier does not apply to the JUMBO BUCKS LOTTO draw winnings, rather only to the CASH MATCH® winnings.

(I) **CASH MATCH® add-on Feature Game Odds**

1. The following table sets forth the initial odds for a \$1 CASH MATCH® Play, subject to revision in the sole discretion of the CEO from time to time in accordance with the Game Rules:

<u>PRIZE</u>	<u>ODDS</u>
\$500	1 in 84,000
\$250	1 in 84,000
\$100	1 in 10,500
\$50	1 in 2,710
\$20	1 in 1,151
\$10	1 in 127
\$5	1 in 105
\$4	1 in 53
\$3	1 in 13
\$2	1 in 19
\$1	1 in 6
Overall Odds	1 in 3.06

- (J) If a dispute arises between the GLC and a Ticket Claimant for a JUMBO BUCKS with CASH MATCH® Ticket, the dispute shall be resolved by the sole decision of the CEO, in compliance with the Act, other applicable Georgia Laws, all Rules and Regulations, and all procedures and instructions established by the GLC or the CEO for the conduct of the game, including the contractual terms for the management of the JUMBO BUCKS with CASH MATCH® Game agreed in writing between the GLC and the GLC's On-Line Gaming Systems and Services Vendor.

4.18 Description of the "5 CARD CASH" Game Procedure

- (A) The GLC will operate a draw game called 5 CARD CASH that incorporates both a (i) daily evening draw featuring a lotto style matrix of five (5) playing cards (or card symbols) drawn or dealt out of a field of fifty-two (52) possible playing cards (or card symbols), and a (ii) poker style instant win feature, which will be part of the game at no additional cost. The playing cards (or card symbols) used will be those associated with a standard 52 card deck of playing cards. A Player can win in the drawing component, the instant win component, or both.

1. For each Play, a Player will receive, by Quik Pik only, five (5) unique playing card selections from a field of fifty-two (52) unique playing cards. No plays will be made by Playslip.
2. The price of a 5 CARD CASH game Ticket or Share shall be one (1) Play for two dollars (\$2.00), or such other price designated by the CEO.
3. The holder of a winning 5 CARD CASH Ticket and Share may win in only one prize category per game Play in connection with the winning numbers drawn in the evening drawing and shall be entitled only to the prize for the highest prize category won by those numbers.
4. Based upon the official winning numbers drawn by the GLC for each respective drawing event, a Play is a winning Play only when the numbers specified by the player match the numbers drawn in one of the winning combinations set forth in the Prize Structure below.
5. The Plays for 5 CARD CASH are generated by the Lottery Terminals based upon the Quik Pik only or as may be authorized or restricted by the CEO.
6. Advance Play and Multi-Draw wagering are not available for 5 CARD CASH, unless otherwise determined and adopted at the sole discretion of the CEO.
7. The current winning combinations and prize levels are also shown in the chart of prize categories and payouts available along with other 'How to Play' information at the GLC's website (www.galottery.com) and available in the 'How to Play' brochures which can be obtained from any GLC Retailer.
8. The rank order of the cards (or card symbols) from lowest to highest follows: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A. An Ace (A) may be valued immediately above the King (K) or below the 2, but not both. In order to match in the daily evening drawing, both the rank AND the suit must match a winning card.
9. The CEO may authorize promotions in connection with the 5 CARD CASH On-Line game.

(B) Prize Pools

1. The GLC shall allocate for prizes for the daily evening 5 CARD CASH drawing approximately 15.54% of 5 CARD CASH sales from all Tickets and Shares for that drawing, exclusive of free Plays and promotional Tickets and Shares or coupons, and shall allocate that amount to the winning pool or pools for payment of prizes for that game.
2. The GLC shall allocate for prizes for the 5 CARD CASH poker style instant win feature approximately 49.12% of 5 CARD CASH sales from all Tickets and Shares, exclusive of free Plays and promotional Tickets and Shares or coupons, and shall allocate that amount to the winning pool or pools for payment of prizes for that game.
3. Accordingly, the combined GLC allocation for all prizes in the 5 CARD CASH game, including prizes for both the evening drawing and the poker style instant win feature, will be approximately 64.66% of 5 CARD CASH sales from Tickets and Shares, exclusive of free Plays and promotional Tickets and Shares or coupons.
4. If, in any game drawing, there are no Plays that qualify for the prize, or the prize pool is greater than necessary to honor the winning claims, the prize money for that game drawing shall be added to the respective prize pool for the next drawing.

(C) Prize Payments

1. Each prize payment in 5 CARD CASH shall be paid in a fixed lump sum (one payment), except when the prize pools are not fully funded and the CEO determines in her sole discretion that the prizes will be paid on a pari-mutuel basis.

(D) 5 CARD CASH Evening Drawing Prize Structure and Odds

1. Provided the prize pools are fully funded, the following table sets forth the prize payments and odds for the 5 CARD CASH Evening Drawing, based on a two dollar (\$2.00) Play:

Match	Odds 1 in:	Prize	Payout*
5	2,598,960	\$150,000	2.89%
4	11,059	\$500	2.26%

3	240	\$20	4.16%
2	16	\$2	6.24%
1	3	\$0	0.00%
0	2	\$0	0.00%
TOTAL	15.0		15.54%

* Percentage Payout of gross sales.

- The Breakage from all prizes shall be placed in a reserve fund to be allocated to prize payments as determined by the CEO.

(E) 5 CARD CASH Draw Game and Instant Game combined overall Odds

- The following table sets forth the combined odds in 5 CARD CASH game for both the 5 CARD CASH Evening Drawing and the 5 CARD CASH Poker Style Instant Win Feature:

Price Point	\$2.00
Total Payout*	64.7%
Overall Odds 1 in:	3.86

* Percentage Payout of gross sales.

(F) Canceled Tickets and Shares

- Tickets and Shares for 5 CARD CASH shall not be canceled. All sales are final. However, a 5 CARD CASH Poker Style Instant Winning Play may be claimed immediately and before the 5 CARD CASH evening drawing, and an Exchange Ticket or Share will be issued for the respective 5 CARD CASH evening drawing.

(G) Time, Place, Frequency and Means of Conducting Evening Drawings

- Initially, 5 CARD CASH drawings shall be conducted each evening at 6:45 p.m. ET at GLC headquarters in Atlanta, GA, to be available as soon as feasible on-line, and broadcast at 6:59 p.m. by WSB-TV, Atlanta, or at such other frequency, day, time or place established by the CEO. Sales will continue until the Draw Break, at a time determined in the sole discretion of the CEO
- The drawing objective for each 5 CARD CASH game evening drawing shall be to select at random five (5) different playing cards (or card symbols), pursuant to the controls and methods defined by the GLC. The drawings will be conducted in accordance with security procedures and drawing procedure adopted by the GLC. The numbers selected in a drawing shall be used to determine all winners for that drawing
- For a Play to win a prize, it must match the numbers drawn for that prize level in the game drawing, as specified by the Game Procedures.

(H) 5 CARD CASH Poker Style Instant Win Feature

- 5 CARD CASH will have an add-on Poker Style Instant Win Feature, which will be governed by the Game Rules, except to the extent modified for 5 CARD CASH by these Game Rules.
- The Poker Style Instant Win Feature will have a Prize Structure, play style, duration, multiplier feature, and such additional Game Procedures, as determined and adopted at the discretion of the CEO; however, initially and until further notice, the Poker Style Instant Win Feature be a required part of the 5 CARD CASH game at no additional cost.
- The Poker Style Instant Win Feature is part of each 5 CARD CASH Ticket or Share and will award prizes to winning Ticket or Shareholders instantly, similar to Instant Games.

4. A Player may redeem the Poker Style Instant Win Feature prize immediately or save until after the daily evening drawing. If an instant prize is redeemed prior to the daily evening drawing, an exchange ticket that indicates the instant prize has been paid will be issued to the Player. An exchange ticket shall contain the exact Play(s) and drawing date appearing on the validated Ticket it replaces. Drawing prizes can be claimed with the exchange ticket. Exchange Tickets or Shares issued in return for a 5 CARD CASH Poker Style Instant Win claim shall not be canceled.
5. The holder of a winning 5 CARD CASH Poker Style Instant Win Play may win in only one prize category per game Play and shall be entitled only to the prize for the highest prize category won by the cards selected by Quik Pik for that Play.
6. For a Play to win the 5 CARD CASH Poker Style Instant Win Feature, the cards selected by Quik Pik for that Play must match in any order one of the nine winning poker card hand combinations set forth below in the Instant Win Prize Structure. That is, to win, a Play must contain all of the cards in a winning instant hand, but those cards do not need to appear in order on the Play Panel on the Ticket or Share. Additionally, to assist the Player, the example winning instant hands are displayed at the top of every 5 CARD CASH Ticket.
7. The Ace card can be included in a Straight or Straight Flush as either the lowest card (Ace-2-3-4-5), or the highest card (10-J-Q-K-Ace), but not both. The Ace card cannot be used in any other manner in a Straight or Straight Flush to build a Winning Instant Hand. That is, a Straight or Straight Flush that wraps around ("Around the Corner Straights") shall not be winners. An example of a non-winning Around the Corner Straight: Q, K, Ace, 2, 3.

(I) 5 CARD CASH Poker Style Instant Win Feature Game Odds

1. The following table sets forth the initial prize payments and odds for the 5 CARD CASH Poker Style Instant Win Feature, based on a two dollar (\$2.00) Play, subject to revision in the sole discretion of the CEO from time to time in accordance with the Game Rules:

Instant Win Prize Structure

Match	Odds 1 in:	Prize	Payout*
Royal Flush	649,740	\$5,000	0.38%
Straight Flush	72,193	\$500	0.35%
4 of a Kind	4,165	\$100	1.20%
Full House	694	\$70	5.04%
Flush	509	\$40	3.93%
Straight	255	\$20	3.92%
3 of a Kind	47	\$5	5.28%
2 Pair	21	\$4	9.51%
Pair of Jacks or better	8	\$3	19.50%
	4.8		49.12%

* Percentage Payout of gross sales.

- (J) If a dispute arises between the GLC and a Ticket or Share Claimant for a 5 CARD CASH Ticket or Share, the dispute shall be resolved by the sole decision of the CEO, in compliance with the Act, other applicable Georgia Laws, all Rules and Regulations, and all procedures and instructions established by the GLC or the CEO for the conduct of the game, including the contractual terms for the management of the 5 CARD CASH Game agreed in writing between the GLC and the GLC's On-Line Gaming Systems and Services Vendor.

- (K) Limitation on Liability

The GLC reserves the right at any time in its sole discretion to suspend Play or limit the number of Plays on any number(s), playing card combination, or play type(s).

4.19 Description of “CASH 4 LIFE” Game Procedure

- (A) Commencing on or about August 28, 2016, The GLC will operate a five (5) numbers out of sixty (60) possible numbers plus one (1) number out of four (4) possible numbers lotto style On-Line Game called CASH 4 LIFE.
- (B) In addition to the GLC Game Rules, all sales in Georgia of the CASH 4 LIFE On-Line Game by the GLC shall be governed by the “CASH 4 LIFE OFFICIAL GAME RULES” effective June 13, 2014, as such rules may be amended from time to time.
- (C) As a multi-state lottery game, CASH 4 LIFE sales in Georgia will also be subject to the “CASH 4 LIFE Regional Game Agreement” originally dated June 12, 2014, among the respective Party Lotteries, as such regional game agreement may be amended from time to time. The regional game agreement provides for the adoption of the “CASH 4 LIFE OFFICIAL GAME RULES”, the finance and operations procedures and the drawing procedures.

4.20 Description of the “PRINT N PLAY” On-Line Lottery Games Procedures

- (A) PRINT N PLAY On-Line Lottery Games. On-Line PRINT N PLAY Games are specially designed instant win lottery games, comparable to physical scratch-off instant ticket games, which will award prizes instantly to purchasers of Tickets or Shares generated from Retailer Lottery Terminals. Each of the On-Line PRINT N PLAY Games will have a name, Ticket or Share price, Prize Structure, duration, and quantity of Ticket or Shares available for sale as determined at the discretion of the CEO in Working Papers.
- (B) The CEO, at any time, may introduce a new individual PRINT N PLAY On-Line Lottery Game or series of PRINT N PLAY On-Line Lottery Games.
- (C) Each PRINT N PLAY On-Line Lottery Game shall include play characteristics, restrictions, and the manner and time of payment of prizes as authorized by the CEO and stated in the individual Game Procedures and PRINT N PLAY Working Papers, consistent with the Game Rules.
- (D) The individual Game Procedures and PRINT N PLAY Working Papers for each PRINT N PLAY On-Line Lottery Game shall contain the Prize Structure for the game, including the number and amount of prizes as authorized by the CEO.
- (E) Purchased Ticket or Shares for the PRINT N PLAY On-Line Lottery Games cannot be cancelled.
- (F) A Ticket or Share shall be valid for one and only one specified PRINT N PLAY On-Line Lottery Game Play.
- (G) The odds of winning for each PRINT N PLAY On-Line Lottery Game, as authorized by the CEO and stated in the individual Game Procedures and PRINT N PLAY Working Papers, will be formatted for distribution to the public through the Retailer base and/or through the GLC Internet Website, and shall include the following:
 - (1) Available prize tiers;
 - (2) Consolidated odds of winning each available prize tier; and
 - (3) Overall odds of winning.
- (H) Each Ticket or Share for each PRINT N PLAY On-Line Lottery Game shall sell for the retail sales price authorized by the CEO and stated in the individual Game Procedures, unless otherwise authorized by the CEO in accordance with §23 of the Lottery Act as part of a promotional giveaway or other sales incentive.
- (I) The purchaser receives one Play for each Ticket or Share purchased.

- (J) **Procedure for Claiming and Payment of Prize.** Prizes shall be redeemed or claimed for a period of 180 days from the date of playing a PRINT N PLAY On-Line Lottery Game, in accordance with all applicable GLC Rules and Regulations.
- (K) **Individual PRINT N PLAY On-Line Lottery Games procedures.** At the discretion of the CEO, each individual PRINT N PLAY On-Line Lottery Game procedure for the Tickets or Shares purchased by means of a Card Transaction at a GLC Lottery Retailer may be governed by the contractual terms for each game's programming and design parameters set forth by agreement in writing between the GLC and the GLC's On-Line Gaming Systems and Services Vendor.

4.21 PLAY AT THE PUMP Game Procedures

- (A) "Play at the Pump" is a direct to consumer sales channel for GLC lottery ticket sales at qualifying gas pumps, which will be administered by LINQ3 TECHNOLOGIES LLC, a vendor authorized to sell tickets on behalf of the GLC;
- (B) The CEO reserves the right at his or her discretion to add or remove games from this sales channel;
- (C) To the extent not in conflict with the Act and to the extent not specifically addressed in the Game Rules, the transactions of Tickets or Shares by means of the Play at the Pump sales channel shall be governed by the contractual terms for the management of the Play at the Pump sales channel agreed in writing between the GLC and the GLC's Play at the pump Vendor, LINQ3 TECHNOLOGIES LLC.