

# LUCKY ROLL Operating Procedure

*Game rule number 3770:1-9-976*

Effective:

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(A) Title and term. Ohio lottery commission game rule number nine hundred seventy six, EZ PLAY "LUCKY ROLL" shall be conducted at such times and for such periods as the commission may determine. For the purpose of this rule, "sales cycle" shall mean any such period, including reprints, beginning on the date when ticket sales are commenced and continuing through the date established by the director as the date on which sales with respect to tickets allocated to sales agents during the period in game rule number nine hundred seventy six will cease.

(B) General design.

(1) EZPLAY® tickets are drawn from a pool of 240,000 tickets. A ticket is randomly chosen from the pool. In the system all the possible combinations that give winning and non-winning tickets are stored in the pool. Tickets are sorted in the pool in a way that follows the percentage of winners and non-winners described in the game specification. Each time a ticket is drawn from the pool the odds of being a winner in a specific winner category, or non-winner category, equal the percentages specified in the "Prize Structure" table of each game. Each time a ticket is drawn it shall be replaced in the pool with a ticket of the same level. For example, a two dollar winning ticket shall be replaced with another two dollar winning ticket, or a non-winning ticket shall be replaced with another non-winning ticket.

(2) Each ticket will have one game per ticket consisting of six individual ROLLS, each of which has two dice showing only one side of each dice. The game is won by getting two of a kind in any ROLL to create a Hard four (Double twos), Hard six (Double threes), Hard eight (Double fours), Hard ten (Double fives), Snake Eyes (Double ones) or Boxcars (Double sixes) in 'YOUR ROLLS'. A player getting a two of a kind in this manner will win the prize shown in the prize legend for that double. A player can only get two of a kind in one of the six ROLLS on a ticket. A player must get a Hard four (Double twos), Hard six (Double threes), Hard eight (Double fours), Hard ten (Double fives), Snake Eyes (Double ones) or Boxcars (Double sixes) inside

one "ROLL" to win the corresponding prize from the prize legend. Each "ROLL" is played separately, and dice cannot be combined from another "ROLL" to create a winning double. Each ticket should provide the player with a "near winning" experience. Each non-winning ticket should have at least one Roll with one dice that is one off from matching the other dice. Not every ticket can be produced with a unique set of numbers/symbols; however significant variation must be produced so it would be very unlikely for a player to see a duplicate. The only "prize values" which shall appear on a ticket in game rule number nine hundred seventy six are four dollars, ten dollars, fifty dollars, one hundred dollars, five hundred dollars, or one thousand five hundred dollars.

(C) Price of tickets. The price of a ticket issued by the commission in game rule number nine hundred seventy one shall be two dollars.

(D) Structure, nature and value of prize awards.

(1) There shall be one type of prize in game rule number nine hundred seventy six called a "regular prize award."

(2) As used in this rule, "prize award" shall mean one of the following monetary figures which is the total of all winning prize values appearing on the ticket: four dollars, ten dollars, fifty dollars, one hundred dollars, five hundred dollars, or one thousand five hundred dollars. Each ticket in game rule number nine hundred seventy six shall be imprinted in such a way that prize awards from the set listed above may be won.

(E) Number of prize awards. The number of prize awards in any sales cycle of game rule number nine hundred seventy six will depend upon the number of tickets sold during that cycle. Tickets shall be printed in accordance with this rule using random techniques in order that the following occur:

(1) Combinations winning each prize award are randomly distributed throughout all tickets printed in any given ticket issuance.

(F) Tickets sold. Chances of winning and the number of winning tickets are established at the start of the game number nine hundred seventy six and at the time a ticket is purchased.

(G) Frequency of prize drawings.

(1) Random imprinting of prize awards on all tickets issued in game rule number nine hundred seventy six shall be accomplished in a manner which complies with the commission's rules and procedures.

(2) When a ticket issued in game rule number nine hundred seventy six is sold or deemed sold in accordance with this rule, the holder shall be deemed to have drawn the prize values and play symbol on that ticket which determine whether the holder is entitled to a regular prize award. A regular prize award shall be deemed announced on the date a ticket is purchased.

(H) Special claim, entry, receipt and validation procedures. The director shall establish special claim, entry, receipt and validation procedures, including procedures for validation by sales agents of tickets winning prize awards which are to be paid by sales agents in accordance with commission rules. For purposes of game rule nine hundred seventy six, the close date for a ticket that is sold shall be the date the ticket is purchased. Prize awards shall be claimed within the time limits set forth by commission rules.

(I) Validity of tickets.

(1) A mechanical error in printing prize awards, symbols, words or other numbers on a ticket shall not automatically invalidate that ticket. To the extent feasible, the director shall establish procedures by which the holder of any ticket on which information is incorrectly printed due to mechanical malfunction may be advised of correct information for the ticket. If it is not technically feasible to recover the information from a mechanically misprinted ticket, the director may declare the ticket void and the holder shall be entitled to a return of the ticket price or a replacement ticket of comparable price.

(2) In addition to, but not in limitation of, all other power and authority conferred on the director by the commission's rules, the director may declare a ticket in game rule number nine hundred seventy six void if it is stolen, deactivated, not sold or deemed not sold in accordance with commission rules; if it is illegible, mutilated, altered, counterfeit, reconstituted, miscut, defective, printed or produced in error or incomplete; or if the ticket fails any of the validation tests or procedures established by the director; or if the ticket is obtained in violation of commission rules, including, but not limited to, by way of prize discounting prohibited under rule 3770-3-01 of the administrative code. The commission's

liability and responsibility for a ticket declared void, if any, is limited to refund of the retail sales price of the ticket or issuance of a replacement ticket of comparable price A ticket may not be canceled once the ticket is printed by the lottery terminal even if such ticket is printed in error.

(J) Director's conduct of game rule number nine hundred seventy six.

(1) The director shall conduct game rule number nine hundred seventy six and any promotions or drawings associated therewith in a manner consistent with the Lottery Act and the rules of the commission including, without limitation, this rule and the regulations of the director. As deemed necessary or advisable, the director shall adopt management regulations, orders or directives to implement and operate this lottery game and any promotions or drawings associated therewith. The director shall inform the public of the provisions of this rule and the procedures established pursuant hereto which affect the play of game rule number nine hundred seventy six. The director reserves the right to declare any instant game as unavailable for sale at any time to maintain game integrity and accountability.

(2) Names and definitions of elements of game rule number nine hundred seventy six used in this rule are to be considered generic terms used solely for purposes of this rule. In actual operation, game rule number nine hundred seventy six and these elements may be given names or titles chosen by the commission.

Price per Play Card	\$2.00
Number of Boards per Play Card	1
Prize Payout	68.75%
Pool Size	240,000
Number of Nonwinning Play Cards	190,030
Low Tier Prize Maximum	\$24
Mid Tier Prize Maximum	\$80

Prize Level	Description	Division	Probability per Board	Odds per Grid	Expected Number of Winners/Grid	Prize per Winner	Total Prize	Prize %	Payout %	Percent Low Tier	Percent Mid Tier	Percent High Tier
1	Boxcars	1	0.00002	48,000.00	5	\$1,500	\$7,500	2.27%	1.56%			2.27%
2	Snake Eyes	2	0.00006	16,000.00	15	\$500	\$7,500	2.27%	1.56%			2.27%
3	Hard 10	3	0.00063	1,600.00	150	\$100	\$15,000	4.55%	3.13%			4.55%
4	Hard 8	4	0.00125	800.00	300	\$50	\$15,000	4.55%	3.13%		4.55%	
5	Hard 6	5	0.06042	16.55	14,500	\$10	\$145,000	43.94%	30.21%	43.94%		
6	Hard 4	6	0.14583	6.86	35,000	\$4	\$140,000	42.42%	29.17%	42.42%		
Total			0.21	4.80	49,970.00		\$330,000	100.00%	68.75%	86.36%	4.55%	9.09%
7	Non-Win - Prize Level 1	7	0.79179	1.26	190,030	\$0						
Total				1.00	240,000.00		\$330,000	100.00%	68.75%	86.36%	4.55%	9.09%



