

**KENTUCKY LOTTERY CORPORATION
OFFICE OF THE PRESIDENT
RULES AND REGULATIONS
“PEPPERMINT PAYOUT X3” SCRATCH OFF GAME NO. 166**

1. GENERAL PROVISIONS

“PEPPERMINT PAYOUT X3” tickets are governed by these Game Rules and Regulations and the **General Rules Governing Instant (Scratch-off) Games (“Scratch-off General Rules”)**, which are incorporated herein by reference in their entirety. **The Scratch-off General Rules together with these Game Rules and Regulations govern all matters and claims relating to Scratch-off Games including tickets, transactions, drawings, prizes and prize claims. These Rules contain the sole and exclusive remedy for such claims.**

“PEPPERMINT PAYOUT X3” tickets shall be made available for sale at the discretion of the President of the Kentucky Lottery Corporation. The price of each ticket shall be Three Dollars (\$3.00).

2. GAME SUMMARY

Each **“PEPPERMINT PAYOUT X3”** ticket consists of a scratch-off material covered play area containing of a total of forty-four (44) Play Spots (one (1) “ROW 1” Play Spot, two (2) “ROW 2” Play Spots, three (3) “ROW 3” Play Spots, four (4) “ROW 4” Play Spots, five (5) “ROW 5” Play Spots, six (6) “ROW 6” Play Spots, eighteen (18) “YOUR NUMBERS” Play Spots, and five (5) “MULTIPLIER” Play Spots). The player determines if the ticket is a winner by removing the scratch-off material from the play area. The player shall scratch the “YOUR NUMBERS” Play Area to reveal all eighteen (18) “YOUR NUMBERS” Play Symbols. The player shall then scratch all corresponding numbers in “ROW 1-6”. If the player completes a “ROW” by matching “YOUR NUMBERS” Play Symbols to all Play Symbols in that “ROW”, the player shall win the prize shown for that ROW. For each ROW won, except Row 6, the player shall scratch the multiplier to reveal the multiplier by which the player shall multiply the prize won for that ROW. If a Player reveals a “1X” Multiplier in a Row won, the player shall win one (1) times the prize shown. If a Player reveals a “2X” Multiplier in a Row won, the player shall win two (2) times the prize shown. If a Player reveals a “3X” Multiplier in a Row won, the player shall win three (3) times the prize shown. Each ROW is played separately. A player may win up to two (2) times and up to Forty Thousand Dollars (\$40,000) on each “PEPPERMINT PAYOUT X3” ticket.

The game consists of approximately 1,920,000 tickets ordered. The approximate number of winners and the value of the prizes, along with the approximate odds of winning based on 1,920,000 tickets ordered, are listed below.

The determination of prize winners is subject to validation pursuant to the following Prize Structure and as set forth in the Scratch-off General Rules, respectively.

“PEPPERMINT PAYOUT X3”

Instant Game #166

Prize Structure

<u>PRIZE</u>	<u>TOTAL EXPECTED WINNERS</u>	<u>CONSOLIDATED ODDS OF 1:</u>
\$3	249,600	7.69
\$6	96,000	20.00
\$9	38,400	50.00
\$10	19,200	100.00
\$20	57,600	33.33
\$30	8,000	240.00
\$50	816	2,352.94
\$60	800	2,400.00
\$70	800	2,400.00
\$80	800	2,400.00
\$100	800	2,400.00
\$150	16	120,000.00
\$200	32	60,000.00
\$300	16	120,000.00
\$1,000	16	120,000.00
\$2,000	16	120,000.00
\$3,000	16	120,000.00
\$40,000	3	640,000.00
TOTAL GAME ODDS		4.06

1X = WIN 1 TIMES PRIZE SHOWN FOR ROWS 1-5

2X = WIN 2 TIMES PRIZE SHOWN FOR ROWS 1-5

3X = WIN 3 TIMES PRIZE SHOWN FOR ROWS 1-5

BASED ON 1,920,000 TICKETS ORDERED

PRIZE FUND \$3,772,800.00 (65.50%)

REORDER SUBJECT TO SECTION 5

3. **GAME SYMBOLS** – The Game Symbols for “PEPPERMINT PAYOUT X3” printed ticket are set forth below. The exact Game Symbols as set forth in these Game Rules and Regulations must appear beneath the rub-off area on the front and/or back of the ticket.

- a. **“ROW NUMBERS” Play Symbols:** There are twenty-one (21) “ROW NUMBERS” Play Spots on the ticket. The symbols will appear in black in positive as shown below.

4 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 51 52 53 54 55 56 57 58 59 60
 61 62 63 64 65 66 67 68 69 70
 71 72 73 74 75

- b. **“YOUR NUMBERS” Play Symbols:** There are eighteen (18) ‘YOUR NUMBERS’ Play Spots on the ticket. The symbols will appear in black in positive as shown below.

4 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50
 51 52 53 54 55 56 57 58 59 60
 61 62 63 64 65 66 67 68 69 70
 71 72 73 74 75

- c. **“MULTIPLIER” Play Symbols:** There are five (5) “MULTIPLIER” Play Spots on the ticket. The symbols will appear in black in positive with Captions in black in positive as shown below.

1X **2X** **3X**
1TIMES 2TIMES 3TIMES

- d. **Legends:** The below Legends will be imaged in their respective play areas.

YOUR NUMBERS MULTIPLIER

4. **DETERMINATION OF “PEPPERMINT PAYOUT X3” PRIZE WINNERS**

The determination of prize winners is subject to “Ticket Validation Requirements” and “Claim Period” set forth in the Scratch-off General Rules, and as set forth below:

Each “**PEPPERMINT PAYOUT X3**” ticket consists of a scratch-off material covered play area containing of a total of forty-four (44) Play Spots (one (1) “ROW 1” Play Spot, two (2) “ROW 2” Play Spots, three (3) “ROW 3” Play Spots, four (4) “ROW 4” Play Spots, five (5) “ROW 5” Play Spots, six (6) “ROW 6” Play Spots, eighteen (18) “YOUR NUMBERS” Play Spots, and five (5) “MULTIPLIER” Play Spots). The player determines if the ticket is a winner by removing the scratch-off material from the play area. The player shall scratch the “YOUR NUMBERS” Play Area to reveal all eighteen (18) “YOUR NUMBERS” Play Symbols. The player shall then scratch all corresponding numbers in “ROW 1-6”. If the player completes a “ROW” by matching “YOUR NUMBERS” Play Symbols to all Play Symbols in that “ROW”, the player shall win the prize shown for that ROW. For each ROW won, except ROW 6, the player shall scratch the “MULTIPLIER” to reveal the number by which the player shall multiply the prize won for that ROW. If a Player reveals a “1X” Multiplier in a Row won, the player shall win one (1) times the prize shown. If a Player reveals a “2X” Multiplier in a Row won, the player shall win two (2) times the prize shown. If a Player reveals a “3X” Multiplier in a Row won, the player shall win three (3) times the prize shown. Each ROW is played separately. A player may win up to two (2) times and up to Forty Thousand Dollars (\$40,000) on each “PEPPERMINT PAYOUT X3” ticket. The prizes that may be awarded are as follows:

\$3	=	(Three Dollars) or
\$6	=	(Six Dollars) or
\$9	=	(Nine Dollars) or
\$10	=	(Ten Dollars) or
\$20	=	(Twenty Dollars) or
\$30	=	(Thirty Dollars) or
\$50	=	(Fifty Dollars) or
\$60	=	(Sixty Dollars) or
\$70	=	(Seventy Dollars) or
\$80	=	(Eighty Dollars) or
\$100	=	(One Hundred Dollars) or
\$150	=	(One Hundred Fifty Dollars) or
\$200	=	(Two Hundred Dollars) or
\$300	=	(Three Hundred Dollars) or
\$1,000	=	(One Thousand Dollars) or
\$2,000	=	(Two Thousand Dollars) or
\$3,000	=	(Three Thousand Dollars) or
\$40,000	=	(Forty Thousand Dollars).

5. REORDER

If determined by the KLC’s President or her designee, and as set forth in the General Rules, this game (KY-166) is subject to a full or partial reorder of tickets. The reorder may consist of one of the prize structures set out below.

Reorder Amount: Full reorder of game		
Order Quantity: 1,920,000 tickets		
Pool Size: 120,000 tickets		
Tier	\$ Prize	Winners
1	\$3	249,600
2	\$6	96,000
3	\$9	38,400
4	\$10	19,200
5	\$20	57,600
6	\$30	8,000
7	\$50	816
8	\$60	800
9	\$70	800
10	\$80	800
11	\$100	800
12	\$150	16
13	\$200	32
14	\$300	16
15	\$1,000	16
16	\$2,000	16
17	\$3,000	16
Top Prize	\$40,000	3

6. PRIZES, DETERMINATION OF PRIZEWINNERS, VALIDATIONS AND ALL OTHER MATTERS.

All other matters and claims relating to this Scratch-off Game, “PEPPERMINT PAYOUT X3”, including but not limited to purchases, transactions, determination of prize winners, validation, and prize claims, are governed by Kentucky law and the official Scratch-off General Rules, incorporated herein by reference. These Rules contain the sole and exclusive remedy for any and all claims.