

**KENTUCKY LOTTERY CORPORATION  
OFFICE OF THE PRESIDENT  
RULES AND REGULATIONS  
“DELUXE CROSSWORD DOUBLER” -INSTANT GAME NO. 533**

Instant **“DELUXE CROSSWORD DOUBLER”** tickets shall be made available for sale at the discretion of the President of the Kentucky Lottery Corporation and shall continue on sale until the President announces a termination date. The price of each ticket shall be five dollars (\$5.00), unless authorized by the President at a discount for promotional purposes.

Each **“DELUXE CROSSWORD DOUBLER”** ticket consists of a latex covered play area containing a total of two hundred sixty-three (263) Play Spots (twenty (20) “Your 20 Letters” Play Spots, one hundred twenty-one (121) “Game 1” Play Spots, one hundred twenty-one (121) “Game 2” Play Spots and one (1) “Bonus” Play Spot) and one (1) Prize Spot. The player determines if the ticket is a winner by removing the scratch-off material from the play area as indicated. The player scratches the “Your 20 Letters” play area to reveal twenty (20) “Your 20 Letters” play symbols. For each letter revealed in the “Your 20 Letters” play area, the player must rub, mark or circle the same letter each time it is found in a “Crossword” play spot in Game 1 or Game 2. RUB ONLY THAT LETTER. DO NOT RUB THE ENTIRE CROSSWORD PUZZLE. The player will continue until all letters in the “Crossword” play areas matching the twenty (20) letters in the “Your 20 Letters” play area have been scratched. If the player has rubbed at least three (3) or more complete “words” in the “Game 1” play area, the player wins the corresponding prize in the Game 1 & 2 Legend. If the player has rubbed at least three (3) or more complete “words” in the “Game 2” play area, the player wins the corresponding prize in the Game 1 & 2 Legend. Each game is played separately. Each possible complete word (a) consists of three (3) or more unbroken letters, (b) occupies an entire word space in the “Crossword” puzzle, (c) is not interrupted by a black space, (d) is not formed by linking letters diagonally and (e) is not formed by reading letters from the bottom to the top. The player must match all of the letters in a possible complete word in order to complete the word. Every single letter in the unbroken string must: (a) be revealed in “Your 20 Letters” and (b) be included to form a word. If the player wins in either Crossword “Game 1” or “Game 2” and one (1) of the completely revealed words contains a “MONEYBAG” symbol in the word, the player shall win DOUBLE the prize shown in the Game 1 & 2 Legend. The player will scratch the “Bonus” play area. If the player reveals a “STACK OF CASH” symbol in the “Bonus” play area, the player wins the prize shown directly below the symbol in the “Bonus” play area. If the player reveals a “2X” symbol in the “Bonus” play area, the player wins DOUBLE the prize shown directly below the symbol in the “Bonus” play area. A player may win up to two (2) times and up to Fifty Thousand Dollars (\$50,000.00) on each **“DELUXE CROSSWORD DOUBLER”** ticket.

The game consists of approximately 5,040,000 tickets ordered. The approximate number of winners and the value of the prizes, along with the approximate odds of winning based on 5,040,000 tickets ordered, are listed below. The actual number of winners, the actual prize fund, the actual percentage payout and the actual odds of winning may vary based upon the actual number of tickets available for sale, and will vary in the event of a reorder of tickets. Chances of winning and number of prizes will change as prizes are won. Tickets may continue to be sold after some prizes, including all top prizes, have been claimed.

The determination of prize winners is subject to validation pursuant to the following Prize Structure and Sections 5 and 6, below, entitled "Claim Period" and "Ticket Validation Requirements," respectively.

**"DELUXE CROSSWORD DOUBLER"**

Instant Game #533

Prize Structure

PRIZE	TOTAL EXPECTED WINNERS	CONSOLIDATED ODDS OF 1:
\$5	672,000	7.50
\$10	420,000	12.00
\$25	84,000	60.00
\$50	84,000	60.00
\$250	9,198	547.95
\$500	2,100	2,400.00
\$1,000	210	24,000.00
\$50,000	4	1,260,000.00
TOTAL GAME ODDS		3.96

MONEYBAG=WIN 2 TIMES THE PRIZE SHOWN

STACK OF CASH=WIN PRIZE SHOW IN BONUS PLAY  
AREA AUTOMATICALLY

2X=WIN DOUBLE PRIZE SHOW IN BONUS PLAY AREA

BASED ON 5,040,000 TICKETS ORDERED

PRIZE FUND \$17,619,500 (69.92%)

\*REORDER SUBJECT TO SECTION 13

**1. DEFINITIONS**

- A. **Lottery** means the Kentucky Lottery Corporation.
- B. **KLC** means the Kentucky Lottery Corporation.
- C. **President** means the President of the Kentucky Lottery Corporation or any other person to whom the President's authority is lawfully delegated.
- D. **Pack** shall mean a quantity of sixty (60) contiguous, fan folded tickets bearing a common pack number and consecutive ticket numbers.
- E. **Pack Ticket Number** means a thirteen (13) digit numeric code imaged in black ink and located on the back of the ticket.
- F. **Ticket Validation Number** means the unique eighteen (18) digit number found on the face of the ticket and concealed under the rub-off material. The Ticket Validation Number shall be imaged in black ink in Validation Font.
- G. **Legends, Play Symbols, Play Symbol Captions, Prize Symbols and Prize**

**Symbol Captions**, if applicable, are one of the following, the meanings of which are described in detail:

**Play/Prize Symbols:** The two hundred sixty-three (263) Play Spots shall appear under the rub-off material on the face of the ticket and will be imaged in black ink in Symbol Font in positive and are demonstrated below.

**Play/Prize Symbol Captions:** the small printed material appearing immediately below the Play Symbol. One (1) and only one (1), of the Play Symbol Captions shall appear below the one (1) "Bonus" Play Spot concealed under the material covering the game play area on the face of the ticket.

Play/Prize Symbol Captions are printed in black ink in Caption Font in positive. The Play/Prize Symbol Captions for "**DELUXE CROSSWORD DOUBLER**", which correspond with and verify the Play/Prize Symbol play spots are as follows

## **H. GAME SYMBOLS**

1. **Your 20 Letters Play Symbols:** There are twenty (20) "Your 20 Letters" Play Spots. The Symbols will be in black in positive with Captions in black in positive as shown below.

A B C D E F G H I J K L M  
N O P Q R S T U V W X Y Z





2. **Game 1 and 2 Play Symbols:** There are two hundred forty-two (242) "Crossword Grid" Play Spots. The Symbols will be in black in positive with Captions in black in positive as shown below.

A B C D E F G H I J K L M  
N O P Q R S T U V W X Y Z  

3. **Bonus Area Play Symbols** - There is one (1) "Bonus" Play Spot. The Symbol will be in black in positive with Captions in black in positive as shown below.

       
COIN PIGGYBANK VAULT WALLET WIN WIN2X

4. **Bonus Area Prize Symbols:** There is one (1) Prize Spots in the "Bonus" play area. The Symbol will be in black in positive with Captions in black ink in positive as shown below.

     
FIVEDOL TWYFIV FIFTY TWNHFTY

- A. The play area is to be rubbed off to determine a latex covered play area containing a total of two hundred sixty-three (263) Play Spots (twenty (20) "Your 20 Letters" Play Spots, one hundred twenty-one (121) "Game 1" Play Spots, one hundred twenty-one (121) "Game 2" Play Spots and one (1) "Bonus" Play Spot) and one (1) Prize Spot. The player determines if the ticket is a winner by removing the scratch-off material from the play area as indicated. The player scratches the "Your 20 Letters" play area to reveal twenty (20) "Your 20 Letters" play symbols. For each letter revealed in the "Your 20 Letters" play area, the player must rub, mark or circle the same letter each time it is found in a "Crossword" play spot in Game 1 or Game 2. RUB ONLY THAT LETTER. DO NOT RUB THE ENTIRE CROSSWORD PUZZLE. The player will continue until all letters in the "Crossword" play areas matching the twenty (20) letters in the "Your 20 Letters" play area have been scratched. If the player has rubbed at least three (3) or more complete "words" in the "Game 1" play area, the player wins the corresponding prize in the Game 1 & 2 Legend. If the player has rubbed at least three (3) or more complete "words" in the "Game 2" play area, the player wins the corresponding prize in the Game 1 & 2 Legend. Each game is played separately. Each possible complete word (a) consists of three (3) or more unbroken letters, (b) occupies an entire word space in the "Crossword" puzzle, (c) is not interrupted by a black space, (d) is not formed by linking letters diagonally and (e) is not formed by reading letters from the bottom to the top. The player must match all of the letters in a possible complete word in order to complete the word. Every single letter in the unbroken string must: (a) be revealed in "Your 20 Letters" and (b) be included to form a word. If the player wins in either Crossword "Game 1" or "Game 2" and one (1) of the completely revealed words contains a "MONEYBAG" symbol in the word, the player shall win DOUBLE the prize shown in the Game 1 & 2 Legend. The player will scratch the "Bonus" play area. If the player reveals a "STACK OF CASH" symbol in the "Bonus" play area, the player wins the prize shown directly below the symbol in the "Bonus" play area. If the player reveals a "2X" symbol in the "Bonus" play area, the player wins DOUBLE the prize shown directly below the symbol in the "Bonus" play area. A player may win up to two (2) times and up to Fifty Thousand Dollars (\$50,000.00) on each "**DELUXE CROSSWORD DOUBLER**" ticket.

The prizes that may be awarded are as follows:

\$5	=	(five dollars) or
\$10	=	(ten dollars) or
\$25	=	(twenty-five dollars) or
\$50	=	(fifty dollars) or
\$250	=	(two hundred fifty dollars) or
\$500	=	(five hundred dollars) or
\$1,000	=	(one thousand dollars) or
\$50,000	=	(fifty thousand dollars)

#### 4. TICKET RESPONSIBILITY

- A. An Instant Game Ticket is a bearer instrument.

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

**YOUR 20 LETTERS BONUS**

- I. Retailer Validation Code** means the three (3) letter code, which shall appear in varying locations in three (3) of the ten (10) locations within the rub-off play area. The Retailer Validation Code is imaged in black ink in the Validation Font in positive. The Retailer Validation Code is used by the Retailer to verify low-tier winning tickets in the game. The winning tickets for prizes up to \$50 shall have Retailer Validation Codes as follows:

<b><u>PRIZE AMOUNT</u></b>	<b><u>REQUIRED CODES</u></b>
\$5	FIV
\$10	TEN
\$25	TWV
\$50	FTY

- J. Bar Code** means the one (1) unique bar-coded representation made up of twenty-four (24) decimal digits that include the Game Identification Number, the Ticket Validation Number and Pack Number imaged on the back of the ticket, and the one (1) unique bar-coded representation made up of twenty-seven (27) decimal digits that include the Game Identification Number, the Ticket Validation Number, the Pack Number and the security digits imaged on the front of the ticket covered by the scratch-off coating.

## **2. REDEMPTION**

- A. Tickets winning a cash prize of \$600.00 or less may be redeemed at Kentucky Lottery Retailers. Retailers may continue to pay such prizes for one-hundred and eighty (180) days after the announced end of sales for this game.
- B. Tickets winning a cash prize over \$600.00 and up to \$5,000.00 can be claimed at authorized Kentucky Lottery Regional Offices, authorized cashing agents, or by mailing your signed winning ticket and claim form to: Kentucky Lottery Corporation, Claims Dept. 100, Louisville, Kentucky 40287-0001.
- C. Prizes over \$5,000.00 and up to \$99,999.99 must be redeemed at Lexington Regional Office or at the KLC headquarters located at 1011 West Main Street, Louisville, Kentucky 40202. Designated cashing agents may be authorized to redeem prizes up to \$25,000.00.
- D. Prizes over \$99,999.99 must be redeemed at KLC Headquarters.

## **3. DETERMINATION OF INSTANT PRIZE WINNERS**

The determination of prize winners is subject to validation pursuant to the paragraphs below entitled "CLAIM PERIOD" and "TICKET VALIDATION REQUIREMENTS".

- A. The play area is to be rubbed off to determine a latex covered play area containing a total of two hundred sixty-three (263) Play Spots (twenty (20) "Your 20 Letters" Play Spots, one hundred twenty-one (121) "Game 1" Play Spots, one hundred twenty-one (121) "Game 2" Play Spots and one (1) "Bonus" Play Spot) and one (1) Prize Spot. The player determines if the ticket is a winner by removing the scratch-off material from the play area as indicated. The player scratches the "Your 20 Letters" play area to reveal twenty (20) "Your 20 Letters" play symbols. For each letter revealed in the "Your 20 Letters" play area, the player must rub, mark or circle the same letter each time it is found in a "Crossword" play spot in Game 1 or Game 2. RUB ONLY THAT LETTER. DO NOT RUB THE ENTIRE CROSSWORD PUZZLE. The player will continue until all letters in the "Crossword" play areas matching the twenty (20) letters in the "Your 20 Letters" play area have been scratched. If the player has rubbed at least three (3) or more complete "words" in the "Game 1" play area, the player wins the corresponding prize in the Game 1 & 2 Legend. If the player has rubbed at least three (3) or more complete "words" in the "Game 2" play area, the player wins the corresponding prize in the Game 1 & 2 Legend. Each game is played separately. Each possible complete word (a) consists of three (3) or more unbroken letters, (b) occupies an entire word space in the "Crossword" puzzle, (c) is not interrupted by a black space, (d) is not formed by linking letters diagonally and (e) is not formed by reading letters from the bottom to the top. The player must match all of the letters in a possible complete word in order to complete the word. Every single letter in the unbroken string must: (a) be revealed in "Your 20 Letters" and (b) be included to form a word. If the player wins in either Crossword "Game 1" or "Game 2" and one (1) of the completely revealed words contains a "MONEYBAG" symbol in the word, the player shall win DOUBLE the prize shown in the Game 1 & 2 Legend. The player will scratch the "Bonus" play area. If the player reveals a "STACK OF CASH" symbol in the "Bonus" play area, the player wins the prize shown directly below the symbol in the "Bonus" play area. If the player reveals a "2X" symbol in the "Bonus" play area, the player wins DOUBLE the prize shown directly below the symbol in the "Bonus" play area. A player may win up to two (2) times and up to Fifty Thousand Dollars (\$50,000.00) on each "DELUXE CROSSWORD DOUBLER" ticket.

The prizes that may be awarded are as follows:

\$5	=	(five dollars) or
\$10	=	(ten dollars) or
\$25	=	(twenty-five dollars) or
\$50	=	(fifty dollars) or
\$250	=	(two hundred fifty dollars) or
\$500	=	(five hundred dollars) or
\$1,000	=	(one thousand dollars) or
\$50,000	=	(fifty thousand dollars)

#### 4. TICKET RESPONSIBILITY

- A. An Instant Game Ticket is a bearer instrument.

- B. The KLC shall not be responsible for lost or stolen Instant Game Tickets.
- C. The KLC shall not be responsible for tickets claimed by a player in error for a lower prize at a Retailer location.

## **5. CLAIM PERIOD**

All prizes for this Instant Game must be claimed no later than one hundred and eighty (180) days after the announced end of sales for this game. Any prize not claimed by that date, and in the manner prescribed in this directive and on the back of each ticket, shall be forfeited.

## **6. TICKET VALIDATION REQUIREMENTS**

To be a valid **“DELUXE CROSSWORD DOUBLER”** Instant Game Ticket, all of the following requirements must be met:

- A. Exactly two hundred sixty-three (263) Play Symbols must appear beneath the rub-off area on the face of the ticket.
- B. Exactly one (1) “Bonus” Play Symbol Caption and one (1) “Bonus” Prize Symbol Caption must appear below the one (1) “Bonus” Play Symbol and one (1) “Bonus” Prize Symbol in the game play area and must correspond with the Play Symbol under which it appears.
- C. The Legends, Play Symbols, Play Symbol Captions, Prize Symbols, Prize Symbol Captions identified in Section 1, and Retailer Validation Codes, Ticket Validation Number, Pack Ticket Number and Bar Code on the ticket must be imaged in black ink in their entirety and be fully legible. Any deviation thereof must be submitted by claim for reconstructive verification.
- D. The ticket must be intact.
- E. The Retailer Validation Codes must correspond to the Play Symbols.
- F. The ticket must not be mutilated, altered, unreadable, reconstituted or tampered with in any manner.
- G. The ticket must not be counterfeit.
- H. The ticket must have been issued by the KLC in an authorized manner and must not be stolen nor appear on any list of voided tickets on file at the KLC.
- I. The Legends, Play Symbols, Play Symbol Captions, Prize Symbols, Prize Symbol Captions identified in Section 1, and Retailer Validation Codes, Pack Ticket Number and Ticket Validation Number, must be right-side-up and not reversed in any manner. Any deviation thereof must be submitted by claim for reconstructive verification.

- J. The ticket must be complete and not miscut, and have exactly one (1) eighteen (18) digit Ticket Validation Number, Legends, Play Symbols, Play Symbol Captions, Prize Symbols, and Prize Symbol Captions if applicable, as identified in Section 1, and one (1) Retailer Validation Code present in the play area on the front of the ticket. It must also have one (1) unique bar-coded representation made up of twenty-four (24) decimal digits that include the Game Identification Number, the Ticket Validation Number and Pack Number imaged on the back of the ticket, and one (1) unique bar-coded representation made up of twenty-seven (27) decimal digits that include the Game Identification Number, the Ticket Validation Number, the Pack Number and the security digits imaged on the front of the ticket covered by scratch-off coating.
- K. The Ticket Validation Number and Pack Ticket Number of an apparent winning ticket must be confirmed by the KLC as that of a winning ticket and must not have been previously paid.
- L. The ticket must not have a hole punched through it and must not be blank or partially blank, misregistered, defective, or printed or produced in error.
- M. Each of the Play Symbols must be exactly one of those described in the paragraphs above entitled "1. DEFINITIONS: "Play Symbol" and "Play Symbol Caption," respectively.
- N. The Legends, Play Symbols, Play Symbol Captions, Prize Symbols, Prize Symbol Captions identified in Section 1, and Retailer Validation Codes, Ticket Validation Number, Pack Ticket Number and Bar Code on the ticket must be imaged in the specified font sizes and correspond precisely to the artwork for this Instant Game on file at the KLC.
- O. The display printing must be regular in every respect and correspond precisely with the artwork for this Instant Game on file at the KLC.
- P. The ticket must pass all validation tests of the KLC. Any ticket(s) not passing all the validation tests in this section are void and ineligible for any prize.

## **7. TAXES**

Kentucky and federal withholding shall be withheld by the KLC from prize payments in such amounts as may be required, in accordance with applicable provisions of state and federal law.

## **8. DISPUTES**

In the event a dispute between the KLC and the ticket bearer occurs as to whether a ticket is a winning ticket and the ticket prize has not been paid, the President may, solely at his or her option, replace the disputed ticket(s) with an unplayed ticket or tickets of equivalent sale price from a current KLC Instant Game. This shall be the sole and exclusive remedy of the bearer of the ticket in the event of such disputes.



## **9. GOVERNING LAW**

In purchasing a ticket, the purchaser agrees to comply with and abide by applicable Kentucky state laws; all rules, regulations, directives and final decisions of the KLC; and all procedures established by the President for the conduct of the game. Persons altering tickets are subject to prosecution.

## **10. PURCHASE AND PRIZE RESTRICTIONS**

No Instant Game Ticket shall be purchased and no prize paid to any of the following persons: any member of the Board of Directors, officer or employee of the KLC; any vendor (as defined in KRS 154A.010) or related entity; any member of the Board of Directors, officer, employee of, partner in, or owner of any vendor or related entity to the vendor; or any spouse, child, brother, sister, or parent residing as a member of the same household in the principal place of abode of any said person.

## **11. TERMINATION OF THE GAME**

The President at any time, may announce an end of sales date for the game. No tickets for this game shall be distributed to Retailer locations after that date.

## **12. RETAILER CONDUCT**

- A. Retailers shall sell their tickets in sequential order within a pack, and in Pack-Number order.
- B. Retailers are prohibited from exchanging packs with other Retailers.
- C. Retailers are prohibited from playing Instant Game Tickets using any method other than fair chance, or in any manner contrary to the principle that every ticket has an equal and random chance of winning a prize.
- D. Retailers and Retailers' employees are prohibited from placing their own or any other name on any ticket not purchased and redeemed by said Retailer or employee.

## **13. REORDER**

If approved by the KLC's President or his designee, this game (KY-533) is subject to a full reorder of tickets. The full reorder quantity will be based on the original prize structure, such that the odds for each prize, including the top prize, remain the same. All new prizes from the reorder quantity will be added to the value of prizes from the original game prizes and become part of the total prizes for the game. The reorder may consist of the prize structure set out below.

Reorder Amount: Full Reorder		
Order Quantity: 5,040,000 tickets		
Pool Size: 120,000 tickets		
Tier	\$ Prize	Winners
1	\$5	672,000
2	\$10	420,000
3	\$25	84,000
4	\$50	84,000
5	\$250	9,198
6	\$500	2,100
7	\$1,000	210
Top Prize	\$50,000	4