

KENTUCKY LOTTERY CORPORATION
OFFICE OF THE PRESIDENT
RULES AND REGULATIONS
“GROOVY SLINGO® TRIO TRIPLER” - INSTANT GAME NO. 818

Instant “**GROOVY SLINGO® TRIO TRIPLER**” 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 three dollars (\$3.00), unless authorized by the President at a discount for promotional purposes.

Each “**GROOVY SLINGO® TRIO TRIPLER**” ticket consists of latex covered play areas having a total of three (3) separate games (hereinafter “Games”), identified as “GAME 1”, “GAME 2” and “GAME 3”, containing a total of ninety-nine (99) Play Spots and six (6) Prize Spots. The player determines if the ticket is a winner by removing the scratch-off material from the play areas. Each game is played separately. A player may win up to ten (10) times and up to Twenty-Five Thousand Dollars (\$25,000.00) on each “**GROOVY SLINGO® TRIO TRIPLER**” ticket.

GAME 1 – The player determines if the ticket is a winner by removing the scratch-off material from the “Your Slingo Numbers” play area of the ticket to reveal fifty (50) Play Spots. The player will then scratch, mark, or rub ONLY the corresponding numbers on the “Slingo Grid” play area. DO NOT SCRATCH, MARK, OR RUB THE ENTIRE GRID. If the player matches all five (5) numbers (or matches numbers and free spaces)(total of five spaces) in a complete horizontal, vertical or diagonal line in the “Slingo Grid” play area, the player shall win the corresponding prize shown in the “Slingo Legend” for matching two (2) or more lines. When matching two (2) or more lines and one of the completed lines has a BLUE LINE printed through the entire line, the player shall win three (3) times the corresponding prize shown in the “Slingo Legend.”

GAME 2 – The player determines if the ticket is a winner by using the “Your Slingo Numbers” play symbols to match the corresponding numbers on the “Slingo Slots” play area. The player will then scratch, mark, or rub ONLY the corresponding numbers on the “Slingo Slots” play area. DO NOT SCRATCH, MARK, OR RUB THE ENTIRE GRID. If the player reveals three (3) like symbols in any one row (ROW 1, ROW 2, or ROW 3), the player shall win the prize shown directly to the right of that Row. If the player reveals three (3) like symbols in any one Row and the Row has a BLUE LINE printed through the entire Row, the player shall win three (3) times the prize shown for that Row.

GAME 3 – The player determines if the ticket is a winner by using the “Your Slingo Numbers” play symbols to match the corresponding numbers on the “Slingo Words” play area. The player will then scratch, mark, or rub ONLY the corresponding numbers on the “Slingo Words” play area. DO NOT SCRATCH, MARK, OR RUB THE ENTIRE GRID. If the player completes a word, horizontally using all boxes shown (WORD 1, WORD 2, or WORD 3), the player shall win the prize shown directly to the right of that WORD. If the player completed a WORD (horizontally using all boxes shown) and the entire WORD has a

BLUE LINE printed through the WORD, the player shall win three (3) times the prize shown for that completed word. Words within a complete Word such as “A” and “CAN” within “CANDY” are not complete WORDS since they do not completely fill all boxes shown.

GOLD COIN – If the player reveals a “GOLD COIN” symbol in the Your Slingo Numbers play area, the player will win Five Dollars (\$5.00) for each “GOLD COIN” symbol revealed automatically.

The game consists of approximately 2,880,000 tickets ordered. The approximate number of winners and the value of the prizes, along with the approximate odds of winning based on 2,880,000 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.

“GROOVY SLINGO® TRIO TRIPLER”

Instant Game #818

Prize Structure

<u>PRIZE</u>	<u>TOTAL EXPECTED WINNERS</u>	<u>CONSOLIDATED ODDS OF 1:</u>
\$3	403,200	7.14
\$5	259,200	11.11
\$10	86,400	33.33
\$20	28,800	100.00
\$30	19,032	151.32
\$100	4,296	670.39
\$300	1,200	2,400.00
\$500	264	10,909.09
\$1,000	96	30,000.00
\$3,000	6	480,000.00
\$25,000	4	720,000.00
TOTAL GAME ODDS		3.59

BLUE LINE = WIN TRIPLE PRIZE SHOWN IN GAME 1, 2 OR 3

GOLD COIN = WIN \$5 AUTOMATICALLY

BASED ON 2,880,000 TICKETS ORDERED

PRIZE FUND \$5,652,160 (65.42%)

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 100 contiguous, fanfolded 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 ninety-nine (99) Play Spots and six (6) Prize 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 each Play Symbol. One (1), and only one (1), of the Play Symbol Captions shall appear below each of the twenty-four (24) Play Spots (nine (9) "Slingo Slots" Play Spots in Game 2 and fifteen (15) "Slingo Words" Play Spots in Game 3) and six (6) Prize Spots 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 "**GROOVY SLINGO® TRIO TRIPLER**," which correspond with and verify the Play/Prize Symbol play spots, are as follows:

H. GAME SYMBOLS

1. **Your Slingo Numbers Play Symbols:** There are fifty (50) “Your Slingo Numbers” Play spots. The Symbols will be in black ink in positive as shown below.

01	02	03	04	05	06	07	08	09	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



2. **Slingo Grid Play Symbols:** There are twenty-five (25) “Slingo Grid” Play spots. The Symbols will be in black or green in positive as shown below.

01	02	03	04	05	06	07	08	09	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



BLUE LINE Symbols



3. **Slingo Slots and Slingo Words Play Symbols:** There are twenty-four (24) “Slingo Slots” and “Slingo Words” Play spots. The Symbols will be in black in positive as shown below.

01	02	03	04	05	06	07	08	09	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

4. **Slingo Caption Play Symbols:** There are twenty-four (24) “Slingo Captions” Play spots. The Symbols will be in black ink in positive as shown below.

01	02	03	04	05	06	07	08	09	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

5. **Slingo Slots Play Symbols:** There are nine (9) “Slingo Slots” Play spots. The Symbols will be in black or green in positive with Captions in black ink in positive as shown below.



BLUE LINE Symbol

6. **Slingo Slots Prize Symbols:** There are three (3) “Slingo Slots” Prize spots. The Symbols will be in black in positive with Captions in black ink in positive as shown below.

\$2.00 THODOL	\$3.00 THRDOL	\$5.00 FIVDOL	\$10.00 TENDOL	\$20.00 TWENTY	\$30.00 THIRTY
\$50.00 FIFTY	\$100 ONEHUN	\$300 THRHUN	\$500 FIVHUN	\$1,000 ONETHO	\$25,000 TWFTHO

7. **Slingo Words Play Symbols:** There are fifteen (15) “Slingo Words” Play spots. The Symbols will be in black or green in positive with Captions in black ink 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

BLUE LINE Symbol

8. **Slingo Words Prize Symbols:** There are three (3) “Slingo Words” Play spots. The Symbols will be in black ink in positive as shown below.

\$1.00 ONEDOL	\$2.00 THODOL	\$3.00 THRDOL	\$5.00 FIVDOL	\$10.00 TENDOL	\$20.00 TWENTY	\$30.00 THIRTY
\$50.00 FIFTY	\$100 ONEHUN	\$300 THRHUN	\$500 FIVHUN	\$1,000 ONETHO	\$25,000 TWFTHO	

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

PRIZE	SLINGO GRID	SLINGO SLOTS	SLINGO WORDS	YOUR SLINGO NUMBERS	ROW 1	ROW 2	ROW 3	WORD 1	WORD 2	WORD 3
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- I. **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 may be claimed at KLC headquarters, 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 \$25,000.00 may be redeemed at KLC headquarters located at 1011 West Main Street, Louisville, Kentucky 40202 or designated cashing agents.
- D. Prizes over \$25,000.00 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".

Each "GROOVY SLINGO® TRIO TRIPLER" ticket consists of latex covered play areas having a total of three (3) separate games (hereinafter "Games"), identified as "GAME 1", "GAME 2" and "GAME 3", containing a total of ninety-nine (99) Play Spots and six (6) Prize Spots. The player determines if the ticket is a winner by removing the scratch-off material from the play areas. Each game is played separately. A player may win up to ten (10) times and up to Twenty-Five Thousand Dollars (\$25,000.00) on each "GROOVY SLINGO® TRIO TRIPLER" ticket.

- A. GAME 1 – The player determines if the ticket is a winner by removing the scratch-off material from the "Your Slingo Numbers" play area of the ticket to reveal fifty (50) Play Spots. The player will then scratch, mark, or rub ONLY the corresponding numbers on the "Slingo Grid" play area. DO NOT SCRATCH, MARK, OR RUB THE ENTIRE GRID. If the player matches all five (5) numbers (or matches numbers and free spaces)(total of five spaces) in a complete horizontal, vertical or diagonal line in the "Slingo Grid" play area, the player shall win the corresponding prize shown in the "Slingo Legend" for matching two (2) or more lines. When matching two (2) or more lines and one of the completed

lines has a BLUE LINE printed through the entire line, the player shall win three (3) times the corresponding prize shown in the “Slingo Legend.”

GAME 2 – The player determines if the ticket is a winner by using the “Your Slingo Numbers” play symbols to match the corresponding numbers on the “Slingo Slots” play area. The player will then scratch, mark, or rub ONLY the corresponding numbers on the “Slingo Slots” play area. DO NOT SCRATCH, MARK, OR RUB THE ENTIRE GRID. If the player reveals three (3) like symbols in any one row (ROW 1, ROW 2, or ROW 3), the player shall win the prize shown directly to the right of that Row. If the player reveals three (3) like symbols in any one Row and the Row has a BLUE LINE printed through the entire Row, the player shall win three (3) times the prize shown for that Row.

GAME 3 – The player determines if the ticket is a winner by using the “Your Slingo Numbers” play symbols to match the corresponding numbers on the “Slingo Words” play area. The player will then scratch, mark, or rub ONLY the corresponding numbers on the “Slingo Words” play area. DO NOT SCRATCH, MARK, OR RUB THE ENTIRE GRID. If the player completes a word, horizontally using all boxes shown (WORD 1, WORD 2, or WORD 3), the player shall win the prize shown directly to the right of that WORD. If the player completed a WORD (horizontally using all boxes shown) and the entire WORD has a BLUE LINE printed through the WORD, the player shall win three (3) times the prize shown for that completed word. Words within a complete Word such as “A” and “CAN” within “CANDY” are not complete WORDS since they do not completely fill all boxes shown.

GOLD COIN – If the player reveals a “GOLD COIN” symbol in the Your Slingo Numbers play area, the player will win Five Dollars (\$5.00) for each “GOLD COIN” symbol revealed automatically.

The prizes that may be awarded are as follows:

\$3	= (three dollars) or
\$5	= (five dollars) or
\$10	= (ten dollars) or
\$20	= (twenty dollars) or
\$30	= (thirty dollars) or
\$100	= (one hundred dollars) or
\$300	= (three hundred dollars) or
\$500	= (five hundred dollars) or
\$1,000	= (one thousand dollars) or
\$3,000	= (three thousand dollars) or
\$25,000	= (twenty-five 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 “**GROOVY SLINGO® TRIO TRIPLER**” Instant Game Ticket, all of the following requirements must be met:

- A. Exactly ninety-nine (99) Play Symbols and six (6) Prize Symbols must appear beneath the rub-off area on the face of the ticket.
- B. Exactly twenty-four (24) Play Symbol Captions and six (6) Prize Symbol Captions must appear below each of the twenty-four (24) Play Symbols and six (6) Prize Symbols in the game play area, and each Play Symbol Caption 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 Ticket Validation Number, Pack Ticket Number and Bar Code on the ticket must be imaged in black or green 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 ticket must not be mutilated, altered, unreadable, reconstituted or tampered with in any manner.
- F. The ticket must not be counterfeit.
- G. 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.
- H. The Legends, Play Symbols, Play Symbol Captions, Prize Symbols, Prize Symbol Captions identified in Section 1, and 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.

- I. 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, 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.
- J. 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.
- K. 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.
- L. 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.
- M. The Legends, Play Symbols, Play Symbol Captions, Prize Symbols, Prize Symbol Captions identified in Section 1, and 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.
- N. The display printing must be regular in every respect and correspond precisely with the artwork for this Instant Game on file at the KLC.
- O. 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. Prizes are subject to set off of certain debts as required by 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 determined by the KLC's President or her designee, this game (KY-818) is subject to a full or partial reorder of tickets. The partial reorder quantity will be based on a subset of the original prize structure proportionate to each prize level, 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 one of the prize structures below.


Reorder Amount: 1/2 of the game Order Quantity: 1,440,000 tickets Pool Size: 120,000 tickets			Reorder Amount: Full reorder Order Quantity: 2,880,000 tickets Pool Size: 120,000 tickets		
Tier	\$ Prize	Winners	Tier	\$ Prize	Winners
1	\$3	201,600	1	\$3	403,200
2	\$5	129,600	2	\$5	259,200
3	\$10	43,200	3	\$10	86,400
4	\$20	14,400	4	\$20	28,800
5	\$30	9,516	5	\$30	19,032
6	\$100	2,148	6	\$100	4,296
7	\$300	600	7	\$300	1,200
8	\$500	132	8	\$500	264
9	\$1,000	48	9	\$1,000	96
10	\$3,000	3	10	\$3,000	6
Top Prize	\$25,000	2	Top Prize	\$25,000	4

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5/3/2021

Director of Scratch Games

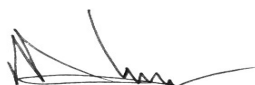
Date

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5/6/2021

VP, General Counsel & Corporate Secretary

Date



5/14/2021

Chairman of the Board

Date