KENTUCKY LOTTERY CORPORATION

RULES AND REGULATIONS

FAST PLAY

Fast Play \$2 FROSTY \$50s

Adopted August 9, 2024

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GAME RULES AND REGULATIONS

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1. CREATION

Pursuant to the laws creating and governing the Kentucky Lottery Corporation, there is hereby created an instant terminal game, Fast Play, hereinafter called "\$2 Frosty \$50s" which shall be conducted pursuant to these Rules and Regulations and KRS Chapter 154A and shall continue until the President publicly announces a termination date. FAST PLAY \$2 Frosty \$50s is one game in a series of Fast Play games which all contribute to a Rolling Jackpot.

Sales of FAST PLAY \$2 Frosty \$50s are effective at the start of business on or about November 14, 2024, at approximately 5:00 a.m. ET, or as announced by the Lottery. Fast Play games, including Fast Play \$2 Frosty \$50s are not available for purchase through iLottery.

2. GENERAL PROVISIONS

Fast Play "\$2 Frosty \$50s" tickets are governed by these Game Rules and Regulations and the General Rules Governing Terminal-Generated Fast Play Games ("Fast Play General Rules"), which are incorporated herein by reference in their entirety. The Fast Play General Rules together with these Game Rules and Regulations govern all matters and claims relating to Fast Play Games including tickets, transactions, drawings, prizes and prize claims. These Rules contain the sole and exclusive remedy for such claims.

3. DEFINITIONS

The following words and terms shall have the following meaning unless otherwise indicated:

(a) **WINNING SYMBOLS-** Three (3) computer-selected symbols from a field of twelve (12) symbols from the WINNING SYMBOLS bank.

- (b) YOUR SNOWFLAKE SYMBOLS- Twenty (20) computer-selected symbols from a field of twelve (12) symbols from the YOUR SNOWFLAKE SYMBOLS bank.
- (c) WINNING SYMBOLS & YOUR SNOWFLAKE SYMBOLS BANK-



(d) **PRIZE LEGEND**– The six (6) winning prize amounts won by matching and collecting WINNING SYMBOLS AND YOUR SNOWFLAKE SYMBOLS of: TWO DOLLARS (\$2); FIVE DOLLARS (\$5); TEN DOLLARS (\$10); TWENTY DOLLARS (\$20); FIFTY DOLLARS (\$50); and the JACKPOT which are displayed in the PRIZE LEGEND underneath the main play area.

PRIZE LEGEND

Match 10 Symbols = JACKPOT
Match 9 Symbols = \$50
Match 8 Symbols = \$20
Match 7 Symbols = \$10
Match 6 Symbols = \$5
Match 5 Symbols = \$2

- (e) **ROLLING JACKPOT** A percentage of sales from each Fast Play Ticket sold will be rolled into the single Fast Play Rolling Jackpot fund which includes sales from all participating Fast Play games. The percentage of the Rolling Jackpot paid to the winner (10%, 20%, 30%, 50%, or 100%) will depend on the price point of the Fast Play Ticket purchased.
- (f) **ESTIMATED JACKPOT** At the time of purchase, the "Current Estimated Fast Play Jackpot" amount will print at the top of every \$2 Frosty \$50s Ticket. If a "Jackpot" win is triggered by a FAST PLAY \$2 Frosty \$50s purchase, the Player will receive twenty percent (20%) of the Current Estimated Jackpot fund printed on

the Ticket rounded down to the nearest whole dollar (the difference is the "breakage"). The breakage shall remain in the Jackpot fund. The Rolling Jackpot amount will be reduced by the twenty percent (20%) won by the Player, to ten thousand dollars (\$10,000) and then will continue to increase with each purchase of a Fast Play Ticket.

3. PURPOSE AND GENERAL DESCRIPTION

Each \$2 Frosty \$50s Ticket contains three (3) computer-selected WINNING SYMBOLS, twenty (20) computer-selected YOUR SNOWFLAKE SYMBOLS displayed in four rows and five columns (4x5), and a PRIZE LEGEND..

The purpose of \$2 Frosty \$50s shall be to match the WINNING SYMBOLS to the symbols shown in YOUR SNOWFLAKE SYMBOLS. Count the number of YOUR NUMBERs symbols that match WINNING SYMBOLS. Collect five (5) or more YOUR NUMBERs symbols that match WINNING SYMBOLS, win the corresponding prize shown in the PRIZE LEGEND. A Player can win one (1) time and up to fifty Dollars (\$50.00) on a Ticket, excluding the Jackpot. If a Player wins the "Jackpot" by collecting ten (10) YOUR NUMBERS symbols that match WINNING SYMBOLS, no other prizes will be won on the Ticket other than the single Jackpot prize.

If a Player gets a "Jackpot", the Player shall win 20% of the Current Estimated Jackpot amount printed on the Ticket. The Rolling Jackpot amount will be reduced by the twenty percent (20%) won by the Player. The Rolling Jackpot for the Fast Play Games shall begin at a minimum of \$10,000.00 and shall grow as subsequent Tickets are sold, until the Rolling Jackpot is won.

All prizes won on a FAST PLAY \$2 Frosty \$50s Ticket must be claimed within 180 days of purchase.

4. <u>TICKET PRICE</u>

The cost of FAST PLAY \$2 Frosty \$50s is two dollars (\$2.00) per Ticket.

5. DETERMINATION OF PRIZE WINNERS AND PROBABILITY OF WINNING

(a) The overall odds of winning FAST PLAY \$2 Frosty \$50s are as follows:

Prize	Estimated Odds
Rolling Jackpot	1:240,000.00
(20%)	
\$50.00	1:149.07

\$20.00	1:1,200.00
\$10.00	1:685.71
\$5.00	1:16.00
\$2.00	1:5.02
Overall Odds	1:3.69

- (b) The FAST PLAY \$2 FROSTY 50'S prizes will be replenished in the prize structure automatically when each prize is won. If the Rolling Jackpot is won on any Fast Play game, the Estimated Jackpot shall be reduced by the percentage of the jackpot won (which depends on the price point of the Fast Play game). If the Estimated Jackpot falls below \$10,000, the Estimated Jackpot shall reset to \$10,000. Odds remain the same for each Player for each tier and all prize tiers are available for every Player.
- (c) The number of Prize Categories and the allocation of prize money among the Prize Categories may be changed at the discretion of the President and Board of Directors. Such change shall be announced by public notice.

6. <u>CLAIM PERIOD, CLAIMING PRIZES, DETERMINATION OF PRIZE WINNERS, VALIDATIONS AND ALL OTHER MATTERS.</u>

All other matters and claims relating to this Fast Play Game, \$2 Frosty \$50s, including but not limited to purchases, transactions, determination of prize winners, validation, and prize claims, are governed by Kentucky law and the official Fast Play General Rules, incorporated herein by reference. The Rules contain the sole and exclusive remedy for any and all claims.

Version 1

Manager, Terminal Generated Games

Date

VP, General Counsel & Corporate Secretary

Thomas Mull

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Chairman of the Board

Date

8/12/2024

Date