

KENTUCKY LOTTERY CORPORATION

TERMINAL GENERATED

FAST PLAY

GENERAL RULES AND REGULATIONS

Adopted January 26, 2024
Amended January 23, 2026

GENERAL RULES GOVERNING FAST PLAY GAMES

The following General Rules governing Terminal-generated Fast Play games (hereinafter “General Rules”) have been adopted by the Kentucky Lottery Corporation (the “Lottery”) Board of Directors pursuant to the authorization contained in KRS Chapter 154A and shall govern the operation, validation, and claiming of all Terminal-general Fast Play games (hereinafter referred to as “Fast Play games”).

1. GENERAL PROVISION

- A. These General Rules are general terms for all Fast Play Games. Each unique Fast Play Game is governed by its own Game Rules and Regulations. **These Fast Play General Rules together with the Game Rules and Regulations for each Fast Play Game govern all matters and claims relating to Fast Play Games including tickets, transactions, drawings, prizes, and prize claims (collectively the “Rules”). These Rules contain the sole and exclusive remedy for such claims.**
- B. For Tickets purchased after the Effective Date of these General Rules, in the event of a direct conflict between the terms of these Fast Play General Rules and the terms of Rules and Regulations for any Fast Play Game that was on sale prior to the Effective Date of these General Rules, these General Rules will prevail.
- C. **By purchasing any Fast Play Game Ticket, a player accepts and agrees to comply with the Rules, and all other applicable Lottery rules and procedures. If you do not agree, do not purchase any Game. The Lottery reserves the right to make changes to the Rules, without any advance notice, and such changes will be effective immediately upon posting.**

2. DEFINITIONS

- A. **Fast Play Game/Fast Play Game Ticket (“Game” or “Ticket”)** means games that are an immediate print and play terminal game which are designed to display instant gameplay results that are generated by a host computer and printed by a lottery terminal. The Player does not select his or her own numbers or play symbols. The outcome is determined by the system at the point of purchase (the Drawing) and is not determined by a scheduled drawing or by the skill or judgment of the Player. The system distributes outcomes based on the probabilities within the prize structure.

Fast Play games may participate in a Rolling Jackpot, as set forth in the rules and regulations herein and in the Game Rules and Regulations for each unique Fast Play game. Not all Fast Play Games participate in the Rolling Jackpot. Fast Play Games may participate in promotions, as set forth in the rules and regulations that accompany the

promotion. Fast Play Games may include a digital features, as set forth in the Games Rules and Regulations. The Ticket shall be the only valid proof of the Player's purchase and shall be the only valid receipt for claiming or redeeming a prize.

A Fast Play Ticket shall include the following information:

- Current Estimated Jackpot Amount (if the game is participating in the Rolling Jackpot)
- How to Play section
- Reveal Area
- Ticket Price
- External Serial Number
- Date/time Ticket printed
- Ticket barcode

B. **Game Rules and Regulations** means the unique rules governing each specific Fast Play Game for sale, as identified by its Name and Price Point, and containing the game summary, the prizes available, the consolidated estimated odds, the game Symbols, and for a Game participating in the Rolling Jackpot, the percentage of the Rolling Jackpot that can be won if a Jackpot win is triggered by a purchase.

C. **Lottery** means the Kentucky Lottery Corporation.

D. **KLC** means the Kentucky Lottery Corporation.

E. **KLC Headquarters** means the building located at 1011 West Main Street, Louisville, Kentucky 40202.

F. **KLC website** means the official KLC website at kylottery.com and includes the websites of KLC's agents, contractors, subcontractors and third parties involved in producing or delivering the KLC website and related services, and also includes any mobile device application or any other applications that KLC may publish in connection with these services. The KLC website is for informational purposes only. The Lottery makes no expressed or implied warranties or representation of any kind as to the content, accuracy, completeness, reliability, or timeliness of the information contained on the KLC website or any link provided therein.

G. **Retailer** means a location licensed and authorized by Lottery to sell lottery tickets.

H. **Symbols** means the set of symbols, numbers or other images that are computer selected and printed by the terminal on each Fast Play ticket as set forth in the Game Rules and

Regulations and that shall be used to display the instant gameplay results that are determined by the system at the point of purchase.

I. **Rolling Jackpot** means the jackpot which is funded by a percentage of sales from each participating Fast Play Ticket sold that is rolled into the single Fast Play Rolling Jackpot fund. The percentage of the Rolling Jackpot paid to the winner of a participating Fast Play Game (10%, 20%, 30%, 50%, or 100%) will depend on the price point of the Fast Play Ticket purchased as set forth below, unless otherwise provided in the Game Rules and Regulations.

- Two Dollar (\$2) jackpot winning tickets receive 20% of the jackpot.
- Three Dollar (\$3) jackpot winning tickets receive 30% of the jackpot.
- Five Dollar (\$5) jackpot winning tickets receive 50% of the jackpot.
- Ten Dollar (\$10) jackpot winning tickets receive 100% of the jackpot.
- Twenty Dollar (\$20) jackpot winning tickets receive 100% of the jackpot plus an additional \$250,000.

J. **Estimated Jackpot** means at the time of purchase, the “Current Estimated Fast Play Jackpot” amount will print at the top of every Ticket for a Fast Play Game participating in the Rolling Jackpot. If a “Jackpot” win is triggered by a Fast Play purchase, the Player will receive a percentage 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 percentage won by the Player, and then will continue to increase with each purchase of a Fast Play Ticket. The amount of any Estimated Jackpot at the time a Ticket is purchased can only be verified through the Lottery’s Central Gaming System, which is the system of record. Any advertisement or any materials describing the amount of any Estimated Jackpot are only valid as of the time they are posted. If any discrepancy exists between any material describing or advertising the Estimated Jackpot, the data contained in the Lottery’s Central Gaming System shall govern.

3. Fast Play GAME TICKET PRICE

A. Tickets for Fast Play Games may be purchased at the price forth in the Game Rules and Regulations, unless authorized by the President at a discount for promotional purposes.

4. HOW TO PURCHASE

A. Fast Play Tickets are only available for purchase at Retailers or by the Lottery directly to the public, in its sole discretion.

Tickets may be purchased from a terminal operated by a Retailer or purchased from a designated self-service vending machine at certain Retailer locations where available.

1. To purchase a Ticket from a terminal operated by a Retailer, the Player verbally asks a Retailer for a Fast Play Ticket, remits payment to the Retailer for the price of the Ticket, and the Retailer will print a Ticket for the Player.
 2. To purchase a Ticket from a self-service vending machine, the Player follows the instructions on the screen and must insert payment for the price of the Ticket into the vending machine. The vending machine will then issue a Ticket to the Player.
- B. All sales are final. Once the purchase is completed, the player may not cancel the purchase. The player is solely responsible for ensuring that he or she has selected the correct Fast Play Game and all options relating to that Game. Purchases made in error will not be refunded.
- C. Fast Play Tickets may be purchased at a KLC Retailer at the retailer terminal or at a self-service vending machine with cash, debit card, or credit card or with funds in the player's iLottery eWallet (as accepted by the Retailer pursuant to the Retailer's policy).
- D. Purchases made with Fun Club account: A player with an active KLC Fun Club account in good standing as set forth in the iLottery Terms of Use may purchase a Fast Play Ticket with available funds in the player's Fun Club account ("eWallet"). To make a purchase using the eWallet, a player must have enabled the eWallet in the KLC mobile app on the player's personal device and must select the Player Card in the mobile app. After selecting the Player Card, a QR Code will be generated on the player's personal device which the player must scan at the retailer terminal or at the self-service vending machine to debit funds from the eWallet for purchase of the selected Fast Play Ticket. The QR Code is available for a limited amount of time at which point it will expire. Bonuses awarded in the player's Fun Club account are not eligible to be used for a purchase at retail and can solely be used to purchase tickets online. A player must have at least the ticket cost in their eWallet to buy a Fast Play ticket at a Retailer. A player is solely responsible for ensuring in the player's financial transaction history that the debit from the player's eWallet is accurate prior to leaving the Retailer with the ticket purchased.

5. CLAIM PERIOD

All prizes for Fast Play Games must be claimed no later than one hundred and eighty (180) days from purchase (the drawing in which the prize was won). Any prize not claimed by that date, and in the manner prescribed in by the Lottery, shall be forfeited.

6. TICKET REDEMPTION AND CLAIMING PRIZES

A. Claiming at KLC Headquarters in Person or By Mail:

- 1) All tickets winning a cash prize up to One Hundred Thousand Dollars (\$100,000) may be claimed at KLC Headquarters in person or by mailing your signed winning ticket and an official Lottery paper or electronic claim form and required claim information required by law to: Kentucky Lottery Corporation, Claims Dept. 100, Louisville, Kentucky 40287-0001. The KLC is not responsible for lost or stolen tickets and the KLC does not reimburse players for any charges, costs, or expenses associated with claiming a ticket prize by mail.
- 2) All tickets winning a cash prize over One Hundred Thousand Dollars (\$100,001) must be redeemed in person at KLC Headquarters by completing an official Lottery paper or electronic claim form and required claim information required by law.

B. Claiming at Retailers up to \$25,000:

- 1) Tickets winning a cash prize of \$600.00 or less may be redeemed at any KLC Retailer.
- 2) Tickets winning a cash prize over \$600.00 and up to \$5,000.00 may be claimed at authorized cashing agents by submitting a Ticket and completing an official Lottery paper or electronic claim form and required claim information required by law. A list of authorized cashing agents is available on the KLC website.
- 3) Prizes over \$5,000.00 and up to \$25,000.00 may be redeemed at authorized super cashing agents by submitting a Ticket and completing an official Lottery paper or electronic claim form and required claim information required by law. A list of authorized super cashing agents is available on the KLC website.
- 4) Prizes over \$25,000.00 must be redeemed at KLC Headquarters as set forth in Section 6.A above by submitting a Ticket and completing an official Lottery paper or electronic claim form and required claim information required by law.
- 5) The Kentucky Lottery Corporation reserves the right in its sole discretion to increase the total cash prize values that may be claimed at cashing agents. Players can contact the Lottery headquarters or a Lottery Retailer for current cashing limits.

C. Mobile Cashing: Claiming Prizes up to \$600 into Fun Club account (“eWallet”)

- 1) A player with an active KLC Fun Club account as set forth in the iLottery Terms of Use and who is eligible to play lottery online (iLottery) may elect to redeem a prize up to \$600.00 into the player’s Fun Club wallet (“eWallet”). To claim a prize up to \$600 into the eWallet (“Mobile Cashing”), the player must have enabled the Ticket Scanner function on the KLC mobile app and scan the barcode from the front of the winning ticket using their personal device. The player must then select “Start

Cashing” and follow the instructions for Mobile Cashing. A player is solely responsible for ensuring in the player’s financial transaction history that the prize has been successfully deposited into the eWallet. The player should retain their ticket in their possession until confirming the transaction is complete and verify that the prize has been correctly redeemed to the eWallet.

- 2) Prizes won on a ticket purchased at retail and redeemed into the player’s eWallet are subject to the iLottery Terms of Use and can be used to wager online, purchase at retail, or can be withdrawn as set forth in the iLottery Terms of Use.

D. Other Claiming Restrictions

- 1) The Kentucky Lottery Corporation reserves the right in its sole discretion to change the limits or requirements for claiming prizes in its sole discretion.
- 2) The payment of prizes to persons under eighteen (18) years of age and to those persons who may die before receiving any or all a particular prize shall be paid in accordance with KRS 154A.110 (relating to prizes payable after the death of a prize winner and payment to persons under eighteen (18) years of age), and rules promulgated with respect thereto.
- 3) The Lottery shall be discharged of all liability after payment of prizes as provided in KRS 154A.110(4) (relating to discharge of Lottery liability upon payment).

7. TICKET RESTRICTIONS AND TICKET RESPONSIBILITY

- A. “Play It Again” is not available for a Fast Play GAMES.
- B. A Fast Play Game Ticket may not be canceled.
- C. A Fast Play Ticket is a bearer instrument. Fast Play Tickets purchased from a Retailer using funds from a player’s Fun Club account (“eWallet”) remain bearer instruments. The receipt in the player’s eWallet indicating that funds were debited from the eWallet for the purchase of a Fast Play Ticket at retail are not evidence of a winning Fast Play Ticket. Players must present a valid Ticket to claim a prize, in accordance with Section 8.
- D.
- E. The KLC shall not be responsible for lost or stolen Tickets.
- F. The KLC shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer location.

8. TICKET VALIDATION REQUIREMENTS

- A. Valid Tickets – In order to be deemed a valid Kentucky Fast Play Ticket purchased from a Retailer, the apparent winning Ticket must be presented, and all the following conditions must be met:
1. The Ticket validation serial number must be present in its entirety. The validation serial number and the selected numbers must both correspond to the computer validation records maintained by the Lottery or its designated draw games vendor;
 2. The Ticket must be intact;
 3. The Ticket must not be mutilated, altered, reconstituted, or tampered with in any manner;
 4. The Ticket must not be counterfeit or an exact duplicate of another winning Ticket;
 5. The Ticket must have been issued by the Lottery through an on-line Kentucky Fast Play Game Retailer in an authorized manner;
 6. The Ticket must not have been stolen;
 7. The Ticket must be validated in accordance with these General Rules and the Game Rules and Regulations and submitted for payment within one hundred eighty days (180) days of the purchase date printed on the Ticket;
 8. The SYMBOLS on the Ticket must be as specified and as set forth in the Game Rules and Regulations.
 9. The Ticket data must have been recorded on the Central Gaming System (the system of record) and the Ticket data must match this computer data in every respect;
 10. The validation data of an apparent winning Ticket must appear on the official file of winning Tickets and a Ticket with that exact data must not have been previously paid;
 11. The Ticket must not be misregistered, defectively printed, or printed or produced in error to an extent that it cannot be processed by the Lottery;

12. The Ticket must pass all other confidential security checks of the Lottery;
 13. By submitting a Kentucky Fast Play Ticket for validation, the Player agrees to abide by these General Rules and the Game Rules and Regulations, as determined by the President;
 14. There must not be any other breach of these General Rules or the Game Rules and Regulations in relation to the Ticket which, in the opinion of the President, justifies disqualification.
- B. Invalid or Defective Tickets - Any Ticket purchased from a Retailer or from a self-service vending machine and not passing all the validation criteria in this subsection shall be considered void and shall not be paid.
1. The determination of the President regarding invalid or defective Tickets shall be final and binding. At the President's discretion, an invalid Ticket may be replaced with a Ticket of equivalent sales price from any current Lottery game;
 2. In the event a defective Ticket is purchased or in the event the President determines to adjust an error, the sole and exclusive remedy shall be the replacement of such defective and erroneous Ticket with a Ticket of equivalent sales price from any current Lottery game;
 3. In the event a Ticket is not paid by the Lottery and a dispute occurs as to whether the Ticket is a winning Ticket, the Lottery may, at its option, replace the Ticket as provided in paragraph (2) of this subsection. This shall be the sole and exclusive remedy of the holder of the Ticket.

9. TAXES AND DEBT SET OFF

Kentucky and federal withholding shall be withheld by the Lottery 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. The KLC, pursuant to state and federal law, may be required to send winner's personal and prize information to state governmental agencies for their administrative use.

10. 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 discretion, replace the disputed Ticket(s) with an unplayed ticket or tickets of

equivalent sale price from a current KLC Fast Play Game. This shall be the sole and exclusive remedy of the bearer of the Ticket in the event of such disputes.

11. 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.

12. PURCHASE AND PRIZE PAYMENT RESTRICTIONS

No Fast Play Ticket shall be purchased and no prize paid to any of the following persons: no person under the age of eighteen (18); 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.

13. TERMINATION OF THE GAME

The President or designee, at any time, may end the sales for any Fast Play Game. No tickets for that Game shall be sold by Retailer locations after that end date.

14. UNCLAIMED PRIZE MONEY

All prize money on winning Kentucky Fast Play Tickets may be retained by the President for payment to the person entitled thereto. In the event no claim or redemption is made within one hundred eighty days (180) days of the purchase date printed on the Ticket, the prize money shall be deposited and paid out in accordance with KRS 154A.110(3).