



SOUTH CAROLINA EDUCATION LOTTERY

INSTANT TICKET GAME RULES  
AND GUIDELINES

INSTANT GAME NO. 332

“SPICY 7’S”

Starting Date: April 21, 2009

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GAME RULES AND GUIDELINES

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## Section 1 - GAME RULES

- 1.1 The rules for Game #332 are comprised of: (1) Act 59 of 2001, as amended; (2) the Regulations of the South Carolina Education Lottery Commission; (3) the “Working Papers” for the South Carolina Education Lottery (SCEL) Game #332 which establish the game specifications and parameters; (4) the material presented in these Instant Ticket Game Rules; and (5) any practices or procedures utilized by SCEL. For the Ticket Holder Complaint Procedure visit the Instant Games Page at [www.sceducationlottery.com](http://www.sceducationlottery.com). The items cited herein are incorporated by reference and are binding as if printed herein. Each document cited above shall have equal weight unless is an inconsistency between or among these documents in which case the document listed first shall be controlling.
- 1.2 These rules become effective on the date the initial game allocation of tickets is sent from the instant ticket vendor warehouse to SCEL Retail Outlets, and will remain effective through the last day to claim a prize for Instant Game 332. For End of Game Procedures visit the Instant Games Page at [www.sceducationlottery.com](http://www.sceducationlottery.com).
- 1.3 To determine if the “Last Day To Sell tickets” in a SCEL retail outlet has been established for this game visit the Instant Game Page at [www.sceducationlottery.com](http://www.sceducationlottery.com) or visit the green play station or ask a SCEL retailer.
- 1.4 “Spicy 7’s” tickets shall be made available for sale at the discretion of the Executive Director.

## Section 2 - DEFINITIONS

- 2.1 “Low Tier Prize” is a prize of \$19.00 and less. All other prizes are mid- to high-tier prizes.
- 2.2 “Ticket” is a South Carolina Instant Game Number 332 Ticket.
- 2.3 “Ticket Validation Code” for Instant Game Number 332 is the unique twelve (12) digit number printed in the play area on the front of the Ticket underneath the game’s removable, rub-off covering made of opaque elastomeric material and overprint.
- 2.4 “Pack” is a pack of fan-folded Instant Game Tickets which are attached to each other by perforations, which the Retailer uses to separate the tickets from each other when tickets are sold.
- 2.5 “Pack-Ticket Number” is the thirteen (13) digit number in the format 332-000001-0-000 (149), which will be ink jet imaged on the back of the ticket in black ink.
- 2.6 “Play Symbols” are one of the symbols which appear under the twelve (12) Play Spots on the front of the ticket. Each Play Symbol is printed in black ink in the specified Symbol Font in positive. Paragraph 2.7 illustrates the possible Play Symbols used.
- 2.7 Your Numbers Play Symbols: There are ten (10) YOUR NUMBERS play spots. The YOUR NUMBERS Play Symbols will appear on the ticket as shown below.



2.8 WINNING Numbers Play Symbols: There are two (2) WINNING Number play spots. The Play Symbols will appear on the ticket as shown below.



2.9 Prize Symbols: There are ten (10) Prize Spots. The Prize Symbols will appear on the ticket as shown below.



2.10 Legends: The below legends will appear in their respective play area(s).



2.11 “Retailer Validation Code” consists of three (3) small codes found under the removable scratch off coating over the Play Symbols on the front of the ticket the SCEL Retailer uses to verify and validate winners. For Instant Game Number 332, the Retailer Validation Codes are: TWO for \$2 winners, FIV for \$5 winners, SVN for \$7 winners, TEN for \$10 winners, TWY for \$20 winners, FTY for \$50 winners, SVY for \$70 winners, HUN for \$100 winners, and FHN for \$500 winners with each letter appearing in three (3) of eight (8) possible locations beneath the removable latex covering.

2.12 A “Non-Winning Ticket” is defined as a South Carolina Instant Game 332 Ticket which is not intended to be a winning Ticket.

### Section 3 - DETERMINATION OF INSTANT PRIZE WINNERS

3.1 The following subparagraphs specify how a prizewinner of an instant cash prize is determined in Instant Game 332.

The entire play area on the ticket is to be rubbed off to determine the twelve (12) Play Symbols on the front of the ticket. If the ticket bearer matches any of YOUR NUMBERS to either of the WINNING NUMBERS, win prize shown. If the ticket bearer reveals a “7” Symbol, the ticket bearer will win DOUBLE the Prize shown. The prize amounts are as follows:

- \$ 2 (two dollars) or
- \$ 5 (five dollars) or
- \$ 7 (seven dollars) or
- \$ 10 (ten dollars) or
- \$ 20 (twenty dollars) or
- \$ 50 (fifty dollars) or
- \$ 70 (seventy dollars) or
- \$ 100 (one hundred dollars) or
- \$ 500 (five hundred dollars) or
- \$ 1,000 (one thousand dollars) or
- \$ 27,000 (twenty-seven thousand dollars)

- 3.2 No portion of any advertising within the Point of Sale (POS) material(s) which display printing of this instant ticket game or any extraneous matter whatever shall be usable or playable as a part of the Instant Game.
- 3.3 Determination of prize winners shall be subject to the general ticket validation requirements set forth in Section 5 of these Rules and any other validation requirements utilized by.
- 3.4 The Validation Number (including any portion thereof) is not a Play Symbol or Prize Symbol and is not be used as a Play or Prize Symbol.
- 3.5 The Retailer Validation Code (including any portion thereof) is not a Play Symbol or a Prize Symbol and cannot be used as a Play or Prize Symbol.

**Section 4 – TOTAL PRIZES AND ODDS OF THE GAME**

4.0 Two million one hundred sixty thousand (2,160,000) tickets were ordered by SCEL for this instant ticket game. The number and value of prizes programmed to be in this game are as follows:

<u>INSTANT PRIZE</u>	<u>APPROXIMATE NUMBER IN GAME</u>	<u>ODDS OF WINNING</u>
\$2	259,200	1:8.33
\$5	216,000	1:10
\$7	28,800	1:75
\$10	14,400	1:150
\$20	13,500	1:160
\$50	3,600	1:600
\$70	900	1:2,400
\$100	1,440	1:1,500
\$500	144	1:15,000
\$1,000	20	1:108,000
\$27,000	5	1:432,000

**ALL ODDS, TOTAL NUMBER OF PRIZES AVAILABLE, AND PERCENTAGES ARE BASED UPON SELLING ALL 2,160,000 TICKETS ORDERED AND THE PRIZES PROGRAMMED FOR THIS GAME.**

**THE OVERALL ODDS OF WINNING ARE 1 in 4.01.** This **DOES NOT** mean that there is a winning ticket in every four (4) tickets. The prizes listed above are distributed randomly throughout all of the tickets and packs ordered as governed by the programming parameters established by SCEL. Reorders, if any, will affect the odds, total number of prizes, and the total value of the prizes available. If you have any other questions about odds or prizes contact SCEL by logging onto [www.sceducationlottery.com](http://www.sceducationlottery.com) and clicking Contact Us from the homepage.

## **Section 5 - INSTANT TICKET VALIDATION REQUIREMENTS**

- 5.1 To be a valid Instant Game Ticket, all of the following requirements must be met:
- A. Exactly one (1) Play Symbol must appear under each of the twelve (12) rub-off spots on the front of the Ticket.
  - B. Each of the twelve (12) Play Symbols must be present in its entirety and be fully legible.
  - C. The Ticket shall be intact. The SCEL Director of Security, or his designee, shall determine whether a Ticket is intact and the SCEL Executive Director, in his or her sole discretion, may affirm or deny the Director of Security's determination.
  - D. The Pack-Ticket Number, Ticket Validation Number, and Retailer Validation Code must be present in their entirety and be fully legible. The Ticket Validation Number must correspond, using the SCEL's codes, to the Play Symbols on the Ticket.
  - E. The Ticket must not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner that prevents reliable validation.
  - F. The Ticket must not be counterfeit in whole or in part.
  - G. The Ticket Validation Number, Retailer Validation Code and the Pack-Ticket Number must be printed in gray-black ink.
  - H. The Ticket must have been issued by the Lottery in an authorized manner. The Ticket will have been purchased from a licensed SCEL Retailer and, subject to the provisions of Section 6, presented by the proper holder for validation.
  - I. The Ticket must not be stolen nor appear on any list of omitted Tickets on file at the SCEL.
  - J. The Play Symbols, Prize Symbols, Ticket Validation Number and Retailer Validation Code must be right side up and not reversed in any manner.

- K. The Ticket must be complete, and not miscut, and have exactly one (1) Play Symbol under the twelve (12) Play Symbols on the front of the Ticket; exactly one (1) Prize Symbol under the ten (10) Prize Symbols on the front of the ticket, exactly one (1) Retailer Validation Code; and one (1) Validation Number on the ticket.
  - L. The Validation Number of an apparent winning Ticket shall appear on the SCEL's official list of Validation Numbers of winning Tickets and a Ticket with that Validation Number shall not have been paid previously as determined by the SCEL central gaming system computer system.
  - M. The Ticket must not be blank or partially blank, misregistered, defective or printed or produced in error.
  - N. Each of the twelve (12) Play Symbols and ten (10) Prize Symbols must be exactly one of those described in paragraphs 2.6, 2.7, 2.8, and 2.9.
  - O. All symbols and codes must appear in the proper font and correspond to the artwork on file at SCEL.
  - P. The display printing must be regular in every respect and correspond precisely with the artwork on file at SCEL and contained in the working papers for this instant ticket game.
  - Q. The Ticket must pass all additional validation tests provided for by SCEL and confidential validation tests of SCEL.
- 5.2 A Ticket which fails any of SCEL's validation checks is invalid and ineligible for any prize. The Executive Director may replace an invalid Ticket with an unplayed Ticket from the same game or any other game. If a defective Ticket is purchased, the only responsibility or liability of the Executive Director shall be the replacement of the defective Ticket with an unplayed Ticket from the same game or any other game or a refund of the sale price of the Ticket.

## **Section 6 - INSTANT TICKET CLAIM PERIOD AND TICKET RESPONSIBILITY**

- 6.1 All game prizes must be claimed within ninety (90) days of the last day the game is authorized for sale.
- 6.2 An instant game Ticket is a bearer instrument until signed on the back by the owner.
- 6.3 SCEL shall not be responsible for lost or stolen Tickets.
- 6.4 SCEL shall not be responsible for Tickets lost in the mail, mailed to an incorrect address or mailed to an address other than the address specified by SCEL to receive prize claims.
- 6.5 SCEL shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.

## **Section 7 - DISPUTES**

In the event a dispute between SCEL and the ticket bearer occurs as to whether the Ticket is a winning ticket, and if the Ticket prize is not paid, the Executive Director may, solely at his or her option, replace the disputed Ticket with an unplayed Ticket (or Tickets of equivalent price point from any current lottery game). This shall be the sole and exclusive remedy of the bearer of the Ticket. For the Ticket Holder Complaint Procedure visit the Instant Games Page at [www.sceducationlottery.com](http://www.sceducationlottery.com).

#### **Section 8 - TERMINATION OF THE GAME**

The Executive Director may at any time in his or her discretion, stop the sale of tickets.

#### **Section 9 - PRICE OF TICKET**

The price of an Instant Game Number 332 Ticket is \$2.<sup>00</sup>.