

South Carolina Education Lottery

Official Cash Count Up Add-A-Play® Game Rules



1. General Provisions

Cash Count Up Add-A-Play® is a promotional game offered by The South Carolina Education Lottery (SCEL). The ticket dispensed from a retailer sales terminal allows a player to know instantly whether he or she has won. This promotion is offered in conjunction with the purchase of a Pick 3®, Pick 4, and/or Palmetto Cash 5 game ticket. A prize may be claimed at an SCEL retail outlet or the SCEL Claims Center in Columbia. This promotional game is scheduled to begin on Monday, May 2, 2016. SCEL reserves the right to suspend or end the promotion at any time without amending the Official Game Rules.

By purchasing a Cash Count Up Add-A-Play® ticket, the player is bound by the Official Game Rules including revisions or amendments.

The Official Cash Count Up Add-A-Play® Game Rules are comprised of: (1) Act 59 of 2001, as amended; (2) the regulations of the South Carolina Education Lottery Commission; (3) any other matters adopted by the Board of Commissioners; (4) the Functional Specification Document for Cash Count Up Cash Add-A-Play®, as may be updated (“game specifications”); (5) the material presented in this document; and (6) any practices and procedures utilized by SCEL whether written or unwritten. These items are incorporated into the Official Game Rules by reference and are binding as if printed herein. Each numbered item cited above shall have equal weight unless there is an inconsistency between or among the documents, in which case the document listed first shall be controlling.

Amendments to these rules may be made at any time but must be made in writing and signed by the SCEL Executive Director, or a designee. The game specifications may be changed as deemed appropriate by SCEL without formal amendment to these rules or the signature of the Executive Director.

2. Cash Count Up Add-A-Play® Features

Cash Count Up Add-A-Play® characteristics:

- Tickets will be sold and validated via the sales terminal.
- A Cash Count Up Add-A-Play® game ticket purchase will only accompany the purchase of a Pick 3®, Pick 4, or Palmetto Cash 5 game ticket and up to five (5) Cash Count Up Add-A-Play® selections (one [\$1.00] dollar per selection).
- A "transaction" is a single purchase of a Pick 3®, Pick 4, or Palmetto Cash 5 game ticket.
- A “Play” is one (1) single Add-A-Play® selection.

- The ticket will **not** have a box that states the ticket is a winner. Validation will occur through the lottery retailer terminal, with a ticket checker in a licensed lottery retailer, or by submitting it to the SCEL Claims Center.

3. Cash Count Up Add-A-Play® Game Description

Cash Count Up Add-A-Play® is sold on its own ticket, but is available for purchase only in combination with a Pick 3®, Pick 4, and Palmetto Cash 5 transaction. **Cash Count Up Add-A-Play® is not available as a stand-alone game. Cash Count Up Add-A-Play® is not available with the purchase of a Powerball® or a Mega Millions® ticket.** The following table provides the game description:

| Cash Count Up Add-A-Play® | |
|----------------------------------|---|
| Ticket and Game Characteristics | <p><i>About Cash Count Up Add-A-Play®:</i></p> <ul style="list-style-type: none"> • The Cash Count Up Add-A-Play® logo will appear at the top of the ticket. • The following instructions will be below the title logo: “In each Play, COUNT the number of CASH symbols shown and instantly win the prize shown in the prize legend below.” • There will be two (2) rows of five (5) symbols in each Play purchased. On tickets with more than one (1) Play, each Play will be separated by a horizontal black line. • A player may purchase up to five (5) plays. • Each play will be labeled: “Play A.; Play B.; Play C.; Play D.; and Play E.” based upon the number of plays purchased. • The ten (10) symbols that may appear on a ticket include the following: <div style="display: flex; justify-content: space-around; align-items: center; text-align: center;"> <div> Clover</div> <div> Horse-shoe</div> <div> Star</div> <div> Diamond</div> <div> Gold Bar</div> <div> Pot of Gold</div> <div> Piggy Bank</div> <div> CASH</div> <div> Money-bag</div> <div> Coins</div> </div> <ul style="list-style-type: none"> • Players who match three (3) or more winning “CASH” symbols per play area (see Paragraph 8) will win the associated dollar amount printed in the Prize Legend Per Play Area. • The Pick 3®, Pick 4, or Palmetto Cash 5 game will print first on a single ticket. Up to five (5) separate plays of Cash Count Up Add-A-Play® will print on the second, separate ticket immediately following the purchase of the Pick 3®, Pick 4, or Palmetto Cash 5 ticket. Each Cash Count Up Add-A-Play® ticket, consisting of between one (1) and five (5) plays - depending upon the number requested by the player, will have its own barcode. • The terminal will prompt the retailer to ask how many Cash Count up Add-A-Plays® the player wants to purchase. |
| Cancellation | Cash Count Up Add-A-Play® ticket may not be canceled. |
| Ways to Win | Win instantly by matching three (3) or more “CASH” Symbols within the ten (10) Symbols in a given Play Area. Note: All plays selected randomly. |
| Winning Amounts | Maximum prize level of five hundred (\$500) dollars and a minimum prize level of two (\$2.00) dollars per play. Player can have multiple wins on the same ticket. |
| Play slip | Not applicable. |
| Quick Pick | Not applicable. |
| Advance Draw | Not applicable. |

4. Probability of Winning

The following table sets forth the probability of winning on a single Cash Count Up Add-A-Play® ticket.

| <u>Prize</u> | <u>Odds</u> |
|--------------|-------------|
| \$2 | 1 in 6.67 |
| \$5 | 1 in 23.08 |
| \$10 | 1 in 100 |
| \$50 | 1 in 1,200 |
| \$500 | 1 in 12,000 |

Overall odds of winning a prize are **1 in 4.9**. Odds of not winning a prize are 1 in 1.26.

Prizes as a percent of revenue are 70%.

5. Player Responsibility

The player bears the risk of loss and the sole responsibility to verify that the purchase requested has been received. Players should check the time stamp printed on the Cash Count Up Add-A-Play® ticket to confirm that the time of purchase corresponds to the time of the Pick 3®, Pick 4, or Palmetto Cash 5 purchase. The time of purchase is printed in military time in the lower right-hand corner of a ticket (See Page 4).

A player may also confirm his or her purchase by comparing the preprinted 9-digit serial number **on the back** of the Pick 3®, Pick 4, or Palmetto Cash 5 purchase and the preprinted serial number **on the back** of the Cash Count Up Add-A-Play® ticket, as the numbers should be in sequence with the last game ticket printed (See Paragraph 9, Page 5).

6. Bearer Instrument

A Cash Count Up Add-A-Play® ticket is a bearer instrument and, as such, the player should treat the ticket as cash. SCEL is not responsible for lost or stolen tickets. Players should fill in the information in the space provided on the reverse side of the ticket and **IMMEDIATELY SIGN THE TICKET**.

The individual presenting the ticket for validation is presumed to be the owner of the ticket and SCEL assumes no liability for claims made by third parties.

7. Claiming Cash Count Up Add-A-Play® Prizes

A. A winning Cash Count Up Add-A-Play® ticket may be claimed in the same manner as Pick 3®, Pick 4 or Palmetto Cash 5 tickets. If the ticket is a winner, the terminal prints a receipt that displays the amount. A claim is subject to all SCEL validation requirements and must be presented within 180 days from the date of purchase. Only **original tickets** are eligible for validation.

B. Prizes for multiple plays on the same Cash Count Up Add-A-Play® ticket may not be divided and shall be considered one claim.

C. A winning ticket may be presented to an SCEL retailer or the SCEL claims office, either in person or via the mail. Risk of loss for mail-in claims remains with the player.

8. Cash Count Up Add-A-Play® Ticket Face

The following page displays an example of winning and non-winning plays on a Cash Count Up Add-A-Play® ticket:

Cash Count Up

Add-A-Play*

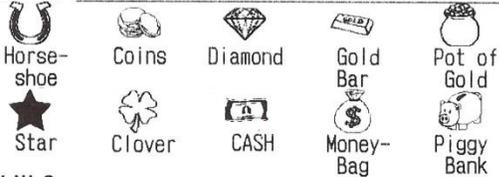
00000 00022 00038 66624 08006 38847 27683

In each play, COUNT the number of CASH symbols shown and instantly win the prize shown in the Prize Legend below.

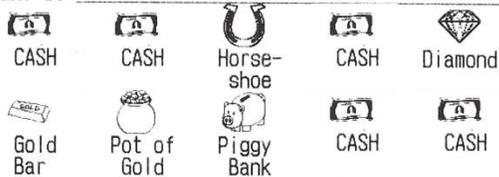
PLAY A.



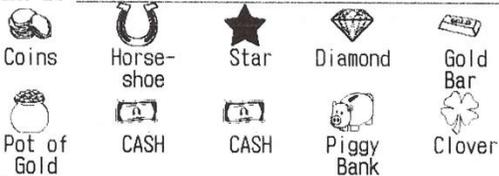
PLAY B.



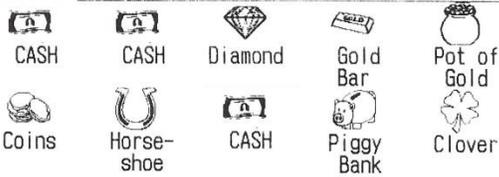
PLAY C.



PLAY D.



PLAY E.



Separates Play A from Play B

Play B.
Non-winning Sample

Play C.
Winning Sample
Five (5) winning CASH Match symbols

Play D.
Non-winning Sample

Play E.
Winning Sample
Three (3) winning CASH Match symbols

PRIZE LEGEND PER PLAY AREA

Get 3 = \$2 Get 4 = \$5 Get 5 = \$10
Get 6 = \$50 Get 7 = \$500

\$5.00 - 5 Plays

PLEASE SIGN REVERSE SIDE OF THIS TICKET IMMEDIATELY AFTER PURCHASE.

Mon. May 2, 2016 15:49:44

202066-20206601 0028 TR:00208810

B9B468E0C1E601CDEB56A62E5221E5F6F409FD7F

00461 37344 00000 01824 41443 08022 46002



Time/date stamp

9. Ticket Back

A player may confirm his or her purchase by comparing the preprinted 9-digit serial number on the back of the Pick 3®, Pick 4, or Palmetto Cash 5 purchase and the preprinted serial number **on the back** of the Add-A-Play® ticket. Except as noted in the text box on page 6, the numbers will be in sequence. Please note the illustration below:

PROCEEDS SUPPORT EDUCATION.

Player's Care for Tickets: Do not deface, Do not iron, Avoid heat, Keep dry

PLEASE PLAY RESPONSIBLY PLEASE DO NOT LITTER

DDP Rev. 11/09

598944386

SOUTH CAROLINA EDUCATION LOTTERY (SCEL)
 Tim Madden, Chairman Paula Harper Bethea, Executive Director
 CLAIM CENTER ADDRESS: SCEL, P.O. BOX 11039, COLUMBIA, S.C. 29211-1039
 Claims in excess of \$500 require a claim form which is available at any lottery retailer, an SCEL Claims Center, or at WWW.SCEDUCATIONLOTTERY.COM. For current or past winning numbers, CALL (803) 734-1 WON (4966).
 SIGNATURE: _____
 NAME (PRINT): _____
 ADDRESS: _____
 CITY: _____ STATE: _____
 ZIP: _____ PHONE: (____) _____

THIS TICKET IS A BEARER INSTRUMENT. SCEL is not responsible for lost or stolen tickets. Player is solely responsible for ensuring the accuracy of the amount and type of wager, numbers selected, draw dates, and draw times. Player assumes all risks. Ticket valid only for the game and draw(s) printed on the front. Prizes must be claimed within 180 days of the draw date. If you or someone you know has a gambling problem, CALL 1-877-452-5155. For questions regarding odds or game information, call 1-866-736-9819.

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 NAME (PRINT): _____
 ADDRESS: _____
 CITY: _____ STATE: _____
 ZIP: _____ PHONE: (____) _____

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598944388

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 SIGNATURE: _____
 NAME (PRINT): _____
 ADDRESS: _____
 CITY: _____ STATE: _____
 ZIP: _____ PHONE: (____) _____

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Online Game Ticket Back (i.e. Pick 3®, Pick 4, or Palmetto Cash 5)

Cash Count Up Add-A-Play® Ticket Back

Online Game Ticket Back (i.e. Pick 3®, Pick 4, or Palmetto Cash 5)

When a player plays Cash Count Up Add-A-Play®, he or she should receive two tickets. As shown on Page 5, the Pick 3®, Pick 4, or Palmetto Cash 5 ticket purchased will print first. The Cash Count Up Add-A-Play® game ticket, also shown above, will print immediately following initial purchase. **NOTE THAT THE 9-DIGIT SERIAL NUMBERS IN “A”, “B”, AND “C” ARE IN SEQUENCE.**

A 9-digit serial number is preprinted on the reverse side of each ticket printed from the sales terminal. Depending on where the individual tickets are cut from the sales terminal, more than one number may appear on the back of a ticket (See “A” & “B” above), but at least one number should appear on the back of each ticket. If the Pick 3®, Pick 4, or Palmetto Cash 5 transaction involves more than one ticket, the 9-digit number on the back of the Add-A-Play® ticket will follow the last ticket issued prior to the Cash Count Up Add-A-Play® purchase. However, if new paper is loaded into the sales terminal after the issuance of the Pick 3®, Pick 4, or Palmetto Cash 5 game, but prior to the printing of the Cash Count Up Add-A-Play® ticket, the 9-digit numbers will not be sequential. The serial numbers have no bearing on the playing of Cash Count Up Add-A-Play® or the Pick 3®, Pick 4, or Palmetto Cash 5 game. The serial numbers merely assist the player to ensure the Cash Count Up Add-A-Play® ticket received corresponds with the respective Pick 3®, Pick 4, or Palmetto Cash 5 ticket purchased.

10. As authorized by the Board of Commissioners, the Executive Director may implement, as deemed appropriate, a sales incentive program for licensed SCEL retailers.
11. SCEL's total liability, for any activity relating to or taken pursuant to these rules, shall be limited to the purchase price of the ticket. Matters related to the player's failure to confirm the purchase as discussed in Paragraph 5, are deemed not to be a cause for grievance relating to this promotional game. Under any circumstances, regardless of the number of tickets purchased, SCEL's total liability shall not be more than One Hundred (\$100) Dollars to a person who is found to be aggrieved by any aspect of this game (other than a grievance relating to the payment of a claim) or any application or any interpretations of the Official Rules. A ticket(s) that is the basis of an alleged grievance must accompany the written filing required in Paragraph 12.
12. Any person claiming to be aggrieved must file a written notice with the SCEL Executive Director, P.O. Box 11949, Columbia, SC 29211-1949, specifying the grounds for the grievance. Any grievance filed more than thirty (30) days after the purchase of a ticket will be deemed untimely.
13. In the event of any circumstances or interpretations of any matter whether contemplated or not contemplated in these rules, the interpretation and decision of SCEL's Executive Director, or his or her designee, will be final as provided by law.

Approved:

/s
Paula Harper Bethea, Executive Director

May 2, 2016
Date

Prize Structure

| SOUTH CAROLINA EDUCATION LOTTERY | | | | | | | | | |
|--|--------|-----------|---------------|----------------------------|-------------------------------|---------------------|---------------------|-----------------------|-----------------------------|
| "CASH COUNT UP ADD-A-PLAY" | | | | | | | | | |
| PRIZE STRUCTURE | | | | | | | | | |
| | | 6,000,000 | \$1 TICKETS | \$6,000,000 | | \$4,200,000 | PRIZE FUND - 70.00% | | |
| PRIZE LEVEL | WIN BY | WIN | ODDS OF 1 IN: | WINNERS IN 300 (PER BOOK*) | WINNERS IN 240,000 (PER POOL) | WINNERS IN 25 POOLS | PRIZE COST | PERCENT OF PRIZE FUND | PERCENT OF PRIZE TIER LEVEL |
| 1 | 3 CASH | \$2 | 6.67 | 45.00 | 36,000 | 900,000 | \$ 1,800,000 | 42.86% | |
| 2 | 4 CASH | \$5 | 23.08 | 13.00 | 10,400 | 260,000 | \$ 1,300,000 | 30.95% | LOW |
| 3 | 5 CASH | \$10 | 100.00 | 3.00 | 2,400 | 60,000 | \$ 600,000 | 14.29% | 88.10% |
| 4 | 6 CASH | \$50 | 1,200.00 | - | 200 | 5,000 | \$ 250,000 | 5.95% | MID |
| 5 | 7 CASH | \$500 | 12,000.00 | - | 20 | 500 | \$ 250,000 | 5.95% | 11.90% |
| | | TOTAL | 4.90 | 61.00 | 49,020 | 1,225,500 | \$ 4,200,000 | 100.00% | 100.00% |
| * A mini-pool will be used in each book of 300 tickets. Mini-Pools A, B, C, and D will each be utilized in approximately 1/4 of the books. | | | | | | | | | |
| | GET | WIN | A | B | C | D | | | |
| | 3 CASH | \$2 | 40 = \$80 | 45 = \$90 | 45 = \$90 | 50 = \$100 | | | |
| | 4 CASH | \$5 | 13 = \$65 | 13 = \$65 | 13 = \$65 | 13 = \$65 | | | |
| | 5 CASH | \$10 | 4 = \$40 | 3 = \$30 | 3 = \$30 | 2 = \$20 | | | |
| | | | 57 = \$185 | 61 = \$185 | 61 = \$185 | 65 = \$185 | | | |