

**OFFICIAL GAME RULES
FAST PLAY**

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OFFICIAL GAME RULES FAST PLAY

PART I TERM AND BRIEF GAME DESCRIPTION.

The Fast Play Terminal Games (collectively, “Games,” and individually a “Game”) described in these Official Game Rules shall commence sales no sooner than March 1, 2020, and shall continue until terminated. Upon a decision to terminate a Game or the Games, the Connecticut Lottery Corporation (“CLC”) shall publicly announce a termination date.

The Games are instant-play style lottery games generated through the Terminal. Games are intended to last between approximately thirty (30) and one hundred twenty (120) calendar days. Players purchase a Quick Pick Ticket and are eligible to win a prize instantly if their Ticket is a Winning Ticket. Some or all Games may feature a Progressive Jackpot. Duration of sales, Ticket price, Game Play style, Ticket appearance, odds of winning a prize, prize amounts, and other features will vary by Game, as set forth each Game’s approved Game Specifications. At least forty-five percent (45%) of the total gross sales of each Game shall be returned as prizes to Claimants holding Winning Tickets. The CLC shall post on its website information specific to each Game, including but not only prize amounts, odds of winning a prize, and Game Play instructions.

PART II DEFINITIONS.

- A. “Claimant” or “Winner” shall mean any natural person or legal entity submitting a Winning Ticket within the prize claim period.
- B. “Game Play” or “Play” shall mean that area of the Ticket containing the number(s), symbol(s), or other insignia whereby a Player determines whether their Ticket is a Winning Ticket.
- C. “High-Tier Claim Center” shall mean a Retailer where CLC prizes of up to five thousand dollars (\$5,000) can be paid.
- D. “President” shall mean the CLC’s President & CEO.
- E. “Progressive Jackpot” shall mean the variable dollar amount used as the basis for determining certain prizes for one or more Games, as described more fully in Part IV of these Official Game Rules.
- F. “Promotions” shall mean the CLC’s marketing or advertising intended to increase sales of the Games through a discount, rebate, increased prize amounts, or such other means determined by the CLC and approved by the State of Connecticut Department of Consumer Protection (“DCP”).
- G. “Purchaser” or “Player” shall mean a natural person or legal entity buying a Ticket in accordance with these Official Game Rules.
- H. “Quick Pick” shall mean the automatic selection of number(s), symbol(s), or other insignia resulting in a Ticket and a wager accepted by the Central Gaming System.
- I. “Retailer” shall mean a natural person or legal entity licensed by the DCP and authorized by the CLC to sell Tickets and pay Winning Tickets.
- J. “Terminal” shall mean a device for selling CLC tickets, including, but not limited to, Retailer Terminals and self-service terminals (“SSTs”) that operate in conjunction with the Central Gaming System to issue and/or pay CLC tickets. SSTs may include, but shall not be limited to, player activated terminals (“PATs”) and lottery vending machines (“LVMs”).
- K. “Central Gaming System” shall mean the computer wagering system used by the CLC for the purpose

of issuing and paying tickets in a Terminal Lottery Game, including the Games.

- L. "Terminal Lottery Game" shall mean a CLC game for which wagers are accepted and Tickets printed by the Central Gaming System.
- M. "Ticket" shall mean a Terminal-generated wager accepted by the Central Gaming System and meeting the specifications described in these Official Game Rules.
- N. "Winning Ticket" shall mean a Game Ticket appearing in the Central Gaming System's official files of Winning Tickets, and meeting the requirements set forth in these Official Game Rules and in each Game's approved Game Specifications to entitle a Claimant to be eligible to win a prize.
- O. "Game Specifications" shall mean the official parameters approved by the CLC and the DCP for each Game that contain information including, but not limited to, Game Play style and Ticket appearance, prizes and prize structure, how a Player wins a prize, Ticket price, odds of winning, and whether a Winning Ticket for a Game is eligible to win all or some of a Progressive Jackpot prize.

PART III GAME DESCRIPTION AND CHARACTERISTICS.

- A. Game Designation. For purposes of identification, the Games shall have a designated game number in the Central Gaming System.
- B. Game Design. Each individual Game shall have a design that is set forth in that Game's approved Game Specifications.
- C. Game Play. Each individual Game shall have a Game Play style that is set forth in that Game's approved Game Specifications.
- D. Game Purchases. Tickets must be purchased from a Terminal operated by a Retailer, an SST, or by such other means as the CLC may approve. Subscription sales and replay (using barcodes of already purchased Tickets to duplicate another Ticket with the same Game Play information) are not available for the Game.
- E. Ticket Format. Tickets must include at least the following information: the Game name and/or logo; the number(s), symbol(s), or other insignia specific to that Game's Game Play; Ticket cost, Terminal number; barcode; serial number; selling date; time stamp; and, if applicable, the official total dollar amount of the Progressive Jackpot at the time of Ticket purchase.
- F. Ticket Stock. Tickets will be sold through the Central Gaming System and shall be printed on CLC-approved ticket stock.
- G. Ticket Price. Each individual Game shall have a Ticket price that is set forth in that Game's approved Game Specifications.
- H. Play Restrictions and Play Styles.
 - 1. Play Restriction. Tickets shall not be sold to or purchased by anyone under the age of eighteen (18).
 - 2. Ineligible Players. Tickets shall not be purchased by, and a prize won by any such Ticket or share, either in whole or in part, shall not be paid to:
 - a. A current CLC employee or a current CLC Board of Directors Member.
 - b. Natural persons and legal entities issued a vendor or affiliate license by the DCP in connection with the CLC's operations, as authorized under Conn. Gen. Stat. § 12-815a, and anyone otherwise prohibited from playing CLC games by reason of any contract or agreement with the CLC.
 - c. An immediate family party (related by blood, adoption, marriage, domestic partnership or civil

union) of an individual described in sections a and b of this Section H.2 residing as a member of such individual's household.

3. **Ticket Cancellations Prohibited.** Ticket bearers cannot cancel or void a Ticket by returning the Ticket to a Retailer or to the CLC. A Ticket that is accepted by the Retailer as a returned Ticket shall be owned by the bearer thereof. These prohibitions also apply to a Ticket that may be printed in error by the Retailer. No Ticket, or physical portion thereof, that may be used to claim a prize shall be returned to the CLC for credit.
4. **Claims.** A Ticket, subject to the CLC's validation requirements as detailed in Part IV Section C of these Official Game Rules, shall be the only proof of a Terminal-generated wager, and the submission of a Winning Ticket to the CLC or its Retailer shall be the sole method of claiming a prize or prizes.
5. **Quick Pick.** Players may only purchase Game Tickets by Quick Pick; Players cannot select their own number(s), symbol(s), or other insignia, or fill out a playslip to request a Game Ticket.
6. **Prize Claim Period.** The prize claim period shall be one hundred eighty (180) calendar days from the purchase date of the Game Ticket as printed on that Game Ticket.
7. **Player Responsibility.** It shall be solely the Player's responsibility to verify the accuracy of the data printed on the Ticket. The placing of an accurate wager is the Player's responsibility.
8. **Prize Payments.** The CLC will not pay prizes that are less than or more than the prize amounts established in a Game's approved Game Specifications and any applicable Promotion. Retailers shall only pay the prize amounts as directed by the CLC. Unless otherwise set forth in a Game's approved Game Specifications, all Game prizes will be paid in a lump sum upon completion of validation requirements.
9. **Audible Notification.** The Retailer Terminal shall automatically issue an audible notification upon the printing of each Game Ticket.

PART IV PRIZES, PROGRESSIVE JACKPOT, TICKET VALIDATION REQUIREMENTS AND PRIZE CLAIM INFORMATION.

- A. **Prizes.** Prizes and overall prize payout are determined separately for each individual Game as set forth in that Game's approved Game Specifications. It is anticipated that a Game may end prior to the last top prize for that Game being sold.
- B. **Progressive Jackpot.** As set forth in the approved Game Specifications for one or more Games, a Progressive Jackpot will be funded by a specified percentage of the sale of each Game Tickets.
 1. **Progressive Jackpot Value.** A minimum Progressive Jackpot value will be established, as set forth in the approved Game Specifications for one or more Games. There is no maximum dollar limit for a Progressive Jackpot.
 2. **Progressive Jackpot Funding and Resetting.** A minimum Progressive Jackpot value will not increase until that minimum value has been fully funded by the sale of the Game Tickets. For example, if the minimum Progressive Jackpot value is one thousand dollars (\$1,000), and ten percent (10%) of the sales of a Game Ticket fund that Progressive Jackpot, that Progressive Jackpot will not begin to grow until the ten percent (10%) of Game Ticket sales exceeds one thousand dollars (\$1,000). The Progressive Jackpot may be won before it is fully funded. As set forth in the approved Game Specifications for one or more Games, the Progressive Jackpot may reset to a minimum amount determined by the CLC after a Progressive Jackpot Winning Ticket is sold; or, the Progressive Jackpot may be reduced by a percentage specified in that Game's approved Game Specifications after a Progressive Jackpot Winning Ticket is sold. For example only, assume that three (3) Games – one (1) each at the one dollar (\$1), two dollar (\$2), and five dollar (\$5) price points – are funding a single Progressive Jackpot, and ten

percent (10%) of the sale of each of those Game Tickets contributes to fund the Progressive Jackpot. The Progressive Jackpot would fully reset if a five dollar (\$5) Game Ticket won the Progressive Jackpot; the Progressive Jackpot would be reduced by forty percent (40%) if a two dollar (\$2) Game Ticket won the Progressive Jackpot; and the Progressive Jackpot would be reduced by twenty percent (20%) if a one dollar (\$1) Game Ticket won the Progressive Jackpot. In the event one or more Games end, and the Progressive Jackpot has not been won for those Games, the value of the Progressive Jackpot shall carry over to the next successive Games.

3. Advertised Progressive Jackpot. The advertised Progressive Jackpot will update approximately every three minutes. The official total Progressive Jackpot at the time of Ticket purchase shall be printed on the Ticket. The official Progressive Jackpot may be higher or lower than the advertised Progressive Jackpot because of the time required to transmit Progressive Jackpot updates displayed by various means, including but not only on the CLC's website, the CLC's social media platforms, and on a Retailer's monitor. In the event of a conflict between the advertised estimated Progressive Jackpot and the official Progressive Jackpot as contained in the CLC's Central Gaming System at the time of Ticket purchase, the information contained in the Central Gaming System at the time of Ticket purchase shall prevail.

C. Ticket Validation Requirements.

1. The CLC will not pay a prize unless the Ticket meets and passes all validation criteria. Such Ticket shall be the only valid proof of the wager placed and must be presented to claim or redeem a prize. It shall be solely the bearer's responsibility to present a Ticket that can be validated in accordance with the validation criteria, as established in the CLC's sole discretion.
2. In addition, all of the following conditions must be met:
 - a. The validation data on the Ticket must be present in its entirety and must correspond, using the Central Gaming System's validation files, to the information printed on the Ticket.
 - b. The Ticket must not be reported or known to be stolen, counterfeit, altered, fraudulent, unissued, issued in error, unreadable, not received, claimed, not recorded by the CLC's Central Gaming System within applicable deadlines, lacking in captions that conform and agree with the Game Play symbols appropriate to the Game, or not in compliance with specific rules and with confidential validation and security tests. The CLC shall not be responsible for paying any prize in connection with such a Ticket.
 - c. The Ticket must have been issued by a Terminal on approved ticket stock.
 - d. The Ticket must be submitted for payment in accordance with the CLC's authorized claim procedures.
 - e. The Ticket data must have been recorded in the Central Gaming System, and the Ticket data must match this computer record in every respect. In the event of a contradiction between information as printed on the Ticket and as accepted by the Central Gaming System, the wager accepted by the Central Gaming System shall be the valid wager.
 - f. The Game Play symbols, Ticket serial number, and validation data of an apparent Winning Ticket must appear in the Central Gaming System's official files of Winning Tickets, and a Ticket with that exact data must not have been previously paid.
 - g. The Ticket must not be unregistered, defectively printed or printed/produced in error to the extent that the CLC cannot process and/or validate it.
 - h. There must not be any other violation of these Official Game Rules in relation to the Ticket that, in the opinion of the President, justifies invalidation.
 - i. A Ticket shall satisfy all the requirements established by the CLC for validation of Winning Tickets sold through the Central Gaming System.
3. A Ticket submitted for validation that fails any of the preceding requirements is not a Winning Ticket and shall not be entitled to or paid any prize money.

D. Procedures for Claiming and Paying Prizes.

1. Game prizes may be redeemed or claimed at CLC headquarters, Retailers or High-Tier Claim Centers. Retailers may cash single Winning Tickets up to and including five hundred ninety-nine dollars (\$599); High-Tier Claim Centers may cash single Winning Tickets up to and including five thousand dollars (\$5,000); single Winning Tickets over five thousand dollars (\$5,000) must be cashed at CLC headquarters. Prizes of fifty thousand dollars (\$50,000) or more must be claimed in person at CLC headquarters.
2. Winning Tickets shall be processed in accordance with the CLC's authorized cashing and claiming policies and procedures.
3. Payments may be rounded to the nearest whole dollar.
4. State and federal withholding taxes, and any other required deductions, where applicable, shall be withheld from prizes in such amounts as are required by law.
5. Game prizes shall not be paid to any person(s) explicitly prohibited from playing the Games, as described more fully in Part III Section H.2 of these Official Game Rules, or other applicable law.
6. Lost or stolen Tickets shall not be honored or processed for payment or replacement. The CLC shall not be responsible for lost or stolen Tickets.
7. Where multiple Claimants are entitled to a prize, the name of all Claimants should appear on the back of the Winning Ticket. If that is not possible, the name of at least one (1) Claimant must appear on the back of the Ticket, and the existence of other Claimants must be indicated (for example, by using words to the effect of "etc." or "et al."). In such a situation, a list of all Claimants must be submitted, and all CLC cashing and claiming procedures must be followed. The CLC shall be discharged of all liability upon payment to those Claimants indicated on the back of the Ticket or on such list. If a Ticket is owned in unequal shares, the CLC may pay any prize attributable to that Ticket in such unequal proportion, unless doing so would constitute an unreasonable burden upon the CLC, in which case the CLC reserves the right to make payment to one (1) Claimant designated by all the other Claimants. Payment to such designated Claimant shall discharge the CLC from all liability for the payment of that prize to all the other Claimants.
8. Consistent with Connecticut law, the Winner's name and city/town, the date/amount of win, and the name/location of the Retailer that sold the Winning Ticket are public information, and as such, may be disclosed in a press release or press conference. Winning is a newsworthy event. Therefore, Winners may be requested to participate in events such as an interview or press conference.

PART V DISPUTES. If a defective Ticket is purchased, if the CLC determines to adjust an error, or if there is a dispute between the CLC and a Ticket bearer as to whether the Ticket is a Winning Ticket, and if the Ticket prize is not paid, the President may, in his/her sole discretion, reimburse the Ticket bearer the purchase price of the Ticket, supply a coupon/voucher of equal sales value, or both. This shall be the Ticket bearer's sole and exclusive remedy.

PART VI APPLICABLE LAW.

- A. Purchasers and Claimants agree to comply with and be bound by all applicable Connecticut and federal laws, these Official Game Rules, the approved Game Specifications, and the CLC Rules of Operation. In the event of any inconsistency among these, the following order of precedence shall prevail in resolving such inconsistency: first, the applicable provisions of the Connecticut or federal law; second, these Official Game Rules; third, the approved Game Specifications; and, fourth, the CLC Rules of Operation.
- B. In the event of any occurrence not covered by these Official Game Rules, Purchasers and Claimants shall abide by the decisions of the President, who shall make such decisions in the best interests of the CLC and the State of Connecticut. In all cases of doubt, the President's sole and exclusive determination shall be final and binding.