

**REVISION HISTORY**  
**AMENDMENT OF OFFICIAL PLAY4 GAME RULES**

*****	Changes prior to the below dates are not shown
September 28, 2017	<p>On September 28, 2017, the Connecticut Lottery Corporation (the "CLC") Board of Directors amended the Play4 Day and Night Official Game Rules by adding the following provision to Part V B:</p> <p>"3. 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."</p>
November 15, 2018	<p>On November 15, 2018, the Connecticut Lottery Corporation Board of Directors amended the Play4 Day &amp; Night Official Game Rules by adding the following sentence to the end of Part V B 1:</p> <p>"Connecticut Play4 Day and Night tickets purchased from a lottery vending machine cannot be canceled."</p>
December 19, 2020	<p>On December 10, 2020, the Connecticut Lottery Corporation Board of Directors amended the Play4 Day &amp; Night Official Game Rules as follows:</p> <ol style="list-style-type: none"> <li>1. The Wild Ball game add-on feature was added and corresponding language changes were made.</li> <li>2. The language from all previous amendments was incorporated into the body of the Rules.</li> <li>3. References to "Division of Special Revenue" or "Division" were replaced with "Department of Consumer Protection" or "DCP".</li> <li>4. Various other edits were made for accuracy, clarity, and consistency.</li> </ol>
February 18, 2021	<p>On February 18, 2021, the Connecticut Lottery Corporation Board of Directors amended the Play4 Day &amp; Night Official Game Rules by adding the prize amounts for winning combo wagers with Wild Ball in Part V A.</p>
June 10, 2024	<p>Amendment of the Official Play4 Game Rules by incorporating the concept of iLottery and ticketless wagering.</p>

## OFFICIAL GAME RULES Play4

Please take notice that the Connecticut Lottery Corporation ("CLC") duly adopted, with the advice and consent of the Board of Directors, the following rules governing the operation of its Play4 game (both Day and Night wagers and drawings), which rules were originally adopted on November 20, 1997 and amended on October 4, 2001, May 24, 2007, June 25, 2009, September 28, 2017, November 15, 2018, and December 10, 2020 and June 10, 2024.

**PART 1 GENERAL.** The Play4 game described herein shall commence on the date Play4 sales begin through the CLC's Online Platform and shall continue until the CLC President and CEO publicly announces a termination date.

- A. The Official Game Rules applies to all purchases, claims and payments made in Connecticut. In purchasing a Ticket in Connecticut, the Purchaser agrees to comply with and be bound by all applicable Connecticut and federal laws, the Official Game Rules and the Connecticut Amendments.
- B. 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, the applicable provisions of the Connecticut or federal regulations; and, third, the Official Play4 Game Rules.

**PART II DEFINITIONS.** The following words and terms, when used within this document, shall have the following meaning unless otherwise indicated:

- A. "Advance Action" or "Subscription Wager" shall mean a multi-draw purchase option wherein the same set(s) of numbers may be played for a specified number of consecutive drawings. The Advanced Action or Subscription Wager shall be effective on a future date as prescribed by the governing laws, policies and rules of the CLC.
- B. "Authorized Claim Center" shall mean a Retailer, High-Tier Claim Center, CLC Headquarters or other claiming location authorized by CLC where a winning Game Ticket can be validated or cashed.
- C. "Board" or "Board of Directors" means the Board of Directors governing the Connecticut Lottery Corporation.
- D. "Box" shall mean a four-digit wager designed to match the winning four-digit number drawn by the CLC in any order. A four-digit wager where three of the numbers are the same is considered a 4-way box wager. A four-digit wager where two pairs of numbers are identical is considered a 6-way box wager. A four-digit wager where two numbers are identical is considered a 12-way box wager. A four-digit wager where all four numbers are unique is considered a 24-way box wager. The payout for each possible wager is detailed in Exhibit 1 of these Rules.
- E. "Claimant" or "Winner" shall mean any natural person or legal entity submitting a winning Play4 ticket or valid proof of a Ticketless Transaction within the required prize claim period. A Claimant may be the purchaser, a natural person or legal entity named on the back of a signed Ticket, the bearer of an unsigned Ticket, or any other natural person or legal entity that may seek entitlement to a prize payment in accordance with the CLC's constitutional provisions, statutes, regulations and rules. No Claimant may assert rights different from the rights acquired by the original purchaser at the time of purchase.

- F. "Combo" shall mean a wager with a Straight payout amount in which every combination of the four-digit number is issued on one Ticket. It is played only in \$0.50 or \$1.00 amounts.
- G. "Corporation" or "CLC" shall mean the Connecticut Lottery Corporation as established by Connecticut Public Act 96-212.
- H. "DCP" shall mean the Department of Consumer Protection of the State of Connecticut.
- I. "Drawing" shall mean the formal process of selecting winning numbers which conclusively determines the number of winners for each prize level of the game
- J. "Online Platform" or "iLottery Platform" shall mean the platform where players can create and fund accounts, and purchase lottery Wagers as Ticketless Transactions on the mobile app or a portal display.
- K. "Pairs" shall mean a two-digit wager designed to match the first two, last two, or first and last digits of the Winning Numbers drawn by the CLC in exact order.
- L. "Play" or "Wager" shall mean the four (4) numbers that appear on a Ticket or Ticketless Transaction as a single board or panel.
- M. "Player" or "Purchaser" shall mean a natural person(s) or legal entity who buys a Wager(s) in accordance with these Official Game Rules.
- N. "President and CEO" shall mean the President and CEO of the Connecticut Lottery Corporation.
- O. "Retail Lottery Gaming System" shall mean the wagering system utilized by the CLC for the purpose of issuing and validating Tickets, and the wagering system where all valid Ticketless Transactions must be recorded.
- P. "Retailer" shall mean a natural person or legal entity licensed by the DCP to sell and redeem Tickets.
- Q. "Set Prize" shall mean a pre-determined prize payout which is paid in a single lump sum payout.
- R. "Straight" shall mean a four-digit wager designed to match the winning four-digit number drawn by the CLC in exact order.
- S. "Straight/Box" shall mean a straight and box wager, for the same amount, the same number and the same drawing, on one Ticket or Ticketless Transaction. It is played only in even-dollar increments.
- T. "Subscriber" shall mean an individual that has subscribed to play the same number selections for a period of one or more consecutive Drawings for a particular game being played as specified in the specific game rule and that has satisfied the age, location, and eligibility requirements for a Subscription Wager.
- U. "Terminal" shall mean a device connected to the Retail Lottery Gaming System functioning to issue and validate lottery transactions. Some Terminals are solely operated by Retailer staff for entering Wagers and validating Tickets, while other Terminals, such as lottery vending machines, are operated by the Purchaser for the same purpose.
- V. "Ticket" shall mean an acceptable evidence of Game Play that represents a Wager accepted by the Retail Lottery Gaming System and meeting the specifications defined in these Official

#### Game Rules.

- W. "Ticketless Transaction" means any Play that is not printed on paper and that meets the CLC claiming requirements. Examples of Ticketless Transactions include internet, subscription, and other types of Registered Plays. All Ticketless Transactions must be recorded on the Retail Lottery Gaming System to be valid.
- X. "Top Prize" shall mean Prize Level #1 in the game.
- Y. "Unclaimed Prizes" shall mean the value of prizes which remain unclaimed after the prize claim period expires.
- Z. "Winning Prize Pool" shall mean the amount allocated from gross sales and/or unclaimed lottery prizes for the purpose of paying prizes.
- AA. "Wild Ball" shall mean an optional, player-selected add-on for the Play4 game. If a player selects the Wild Ball option, then the Wild Ball Winning Number drawn for that drawing can take the place of any one of the regularly drawn numbers to create one or more winning combinations for that play. Selecting Wild Ball doubles the cost of the normal play.
- BB. "Wild Ball Winning Number" shall mean a one-digit number, which is randomly selected from zero (0) through nine (9).
- CC. "Winning Numbers" shall mean a four-digit number, each digit which is separately drawn and randomly selected from zero (0) through nine (9), and which is used to determine the winning Play4 play(s) contained on a Ticket.

#### **PART III DRAWINGS.**

- A. The Play4 drawings shall be conducted twice each day, seven days a week, including holidays. Each day and night drawing will consist of two (2) separate drawings – the four-digit Play4 drawing and, immediately following, the one-digit Wild Ball drawing.
- B. The time of the drawings shall be determined by the President and CEO, and displayed on the CLC website- [ctlottery.org](http://ctlottery.org).
- C. The place of the Play4 drawings shall be determined by the President and CEO.
- D. The Play4 drawings shall be open to the public, subject to space limitations and contractual obligations of the CLC and the DCP and shall be witnessed by representatives from both the CLC and DCP.
- E. The format, equipment and methods used in conducting all drawings authorized by these Official Game Rules shall be specified by the CLC and approved by the DCP. DCP shall have sole responsibility for the ultimate decision for any and all drawing problems or circumstances that may arise.

#### **PART IV GAME DESCRIPTION AND PRIZE FORMAT.**

- A. Game Design. The Game is a single matrix game in which players select four (4) unique numbers from zero (0) to nine (9), inclusive.
- B. Purchases. Tickets or Ticketless Transactions must be purchased from a terminal operated by a Retailer, lottery vending machines, a Subscription Wager (if available), through the CLC iLottery Platform, or such other means, as approved by the CLC.

1. Customer Select. Players may convey their number selections to any Retailer for a Ticket. Such number selections shall be manually entered by the Retailer.
  2. Quick Pick. Quick Pick shall refer to the random selection of numbers made by the Retail Lottery Gaming System rather than by the Player. The Quick Pick option is available through Wagers placed with Retailers, on lottery vending machines, and with Ticketless Transactions.
  3. Player Responsibility. It shall be the sole responsibility of the player to verify the accuracy of each Wager and the other data printed on the Ticket. The placing of Wagers is done at the player's own risk through the Retailer who is acting on behalf of the player in entering the play or plays, or by purchasing Tickets through lottery vending machines or through iLottery.
- C. Ticket Format. Tickets shall include, but are not be limited to, the player's number selections, game logo or game name, ticket cost, terminal number, barcode, quick pick (if selected), serial number and drawing date. Tickets may also include the selling date, time stamp and any other information deemed necessary by the CLC. Advance Action tickets shall visibly show the beginning and ending draw dates Tickets may also include the selling date, time stamp and any other information deemed necessary by the CLC.
- D. Ticket Price.
1. The price of each Wager shall be in \$.50 cent increments, beginning at \$.50 to \$5.00 per wagers. Adding the Wild Ball feature doubles the cost of a Wager. Multiple Wagers can be added to a Ticket or Ticketless Transaction as determined by the CLC.
  2. Promotions. The CLC may offer Wagers through promotions, including promotions that offer a discount.
  3. Tickets as Prizes. The CLC may offer Wagers as a prizes in any other lottery game.
  4. Tickets purchased for the current drawing may be canceled before the drawing on the day of purchase. They must be canceled from the same Terminal where they were purchased. Tickets purchased for multiple drawings via Advance Action may be canceled before the drawing on the day of purchase. They must be canceled from the same Terminal where they were purchased. Tickets purchased from a lottery vending machine and Ticketless Transactions purchased through iLottery cannot be canceled.
- E. Claims. A Ticket or Ticketless Transaction, subject to the validation requirements of the CLC, shall be the only proof of a Wager. The submission of a winning Ticket to any CLC Retailer or Authorized Claim Center shall be the sole method of claiming a prize or prizes, however iLottery wins of \$599 or less will be automatically credited to player accounts without the need for making a claim. iLottery wins over \$599 shall be claimed at the Connecticut Lottery Headquarters. Winners must provide two (2) valid forms of signed identification, one of which must be a government issued photo ID. In order for a claim to be processed, winners must provide a valid Social Security number. A claim based upon a lost or missing Ticket shall not be honored.
- F. Limited to Highest Prize Won. In connection with the winning numbers drawn, the holder of a winning Ticket may win only one prize per Wager and shall be entitled only to the prize won by those numbers in the highest matching prize category.
- G. Prize Claim Period. The prize claim period is one hundred and eighty (180) days from the date of the drawing.

**PART V PRIZE LIABILITY LIMITS, PRIZE PAYOUTS AND PRIZE LEVELS.** There are ten (10) prize levels in the Play4 game which shall be distributed as a set payout of winners. The charts contained in Exhibit 1 define the prize liability limits, prize payouts, prize levels, pool percentages and chances of winning per prize level.

**PART VI DISPUTES.** In the event a dispute between the CLC and a Ticket or Ticketless Transaction bearer occurs as to whether the Ticket or Ticketless Transaction is a winning ticket, and if the ticket prize is not paid, the CLC may, solely at its option and discretion, reimburse the Ticket or Ticketless Transaction bearer the purchase price of the ticket. This shall be the sole and exclusive remedy to the bearer of the Ticket or Ticketless Transaction.

**PART VII APPLICABILITY of STATUTES, REGULATIONS, RULES AND INSTRUCTIONS.** In purchasing a Play4 Ticket or Ticketless Transaction the following provisions apply:

- A. In purchasing a Ticket or Ticketless Transaction the purchaser agrees to comply with and abide by all applicable laws, regulations, game rules, instructions, and final decisions of the President and CEO for control of the Play4 game.
- B. The President and CEO reserves the right and has the authority to make any or all changes that are considered appropriate and necessary for the game. The President and CEO will notify the Board of Directors of said changes at the next scheduled meeting.

**EXHIBIT 1**  
**STATISTICAL INFORMATION**

SET PAYOUTS. There are ten (10) prize levels in the Play4 game which shall be distributed as a set payout of winners. The following charts delineate the payout schedule for all bet types.

**Play4 Bet Types and Payout Amounts**

Bet Amount	Straight	4-Way Box	6-Way Box	12-Way Box	24-Way Box	4-Way Straight/Box		6-Way Straight/Box		12-Way Straight/Box		24-Way Straight/Box		Pairs
						Exact Match	Any Match	Exact Match	Any Match	Exact Match	Any Match	Exact Match	Any Match	
\$0.50	\$2,500	\$625	\$417	\$208	\$104									\$25
\$1.00	\$5,000	\$1,250	\$834	\$416	\$208	\$3,125	\$625	\$2,917	\$417	\$2,708	\$208	\$2,604	\$104	\$50
\$1.50	\$7,500	\$1,875	\$1,251	\$624	\$312									\$75
\$2.00	\$10,000	\$2,500	\$1,668	\$832	\$416	\$6,250	\$1,250	\$5,834	\$834	\$5,416	\$416	\$5,208	\$208	\$100
\$2.50	\$12,500	\$3,125	\$2,085	\$1,040	\$520									\$125
\$3.00	\$15,000	\$3,750	\$2,502	\$1,248	\$624	\$9,375	\$1,875	\$8,751	\$1,251	\$8,124	\$624	\$7,812	\$312	\$150
\$3.50	\$17,500	\$4,375	\$2,919	\$1,456	\$728									\$175
\$4.00	\$20,000	\$5,000	\$3,336	\$1,664	\$832	\$12,500	\$2,500	\$11,668	\$1,668	\$10,832	\$832	\$10,416	\$416	\$200
\$4.50	\$22,500	\$5,625	\$3,753	\$1,872	\$936									\$225
\$5.00	\$25,000	\$6,250	\$4,170	\$2,080	\$1,040	\$15,625	\$3,125	\$14,585	\$2,085	\$13,540	\$1,040	\$13,020	\$520	\$250

**COMBO WAGERS and PRIZES**

4-Way Combo:	\$2.00 bet (\$0.50 x 4)	\$2,500 prize
4-Way Combo:	\$4.00 bet (\$1.00 x 4)	\$5,000 prize
6-Way Combo:	\$3.00 bet (\$0.50 x 6)	\$2,500 prize
6-Way Combo:	\$6.00 bet (\$1.00 x 6)	\$5,000 prize
12-Way Combo:	\$6.00 bet (\$0.50 x 12)	\$2,500 prize
12-Way Combo:	\$12.00 bet (\$1.00 x 12)	\$5,000 prize
24-Way Combo:	\$12.00 bet (\$0.50 x 24)	\$2,500 prize
24-Way Combo:	\$24.00 bet (\$1.00 x 24)	\$5,000 prize

### Play4 Bet Types and Payout Amounts – With WILDBALL

Bet Amount	Wild Ball Bet	Total Bet Amount	Straight	4-Way Box	6-Way Box	12-Way Box	24-Way Box	4-Way Straight/Box		6-Way Straight/Box		12-Way Straight/Box		24-Way Straight/Box		Pairs
								Exact Match	Any Match	Exact Match	Any Match	Exact Match	Any Match	Exact Match	Any Match	
\$0.50	\$0.50	\$1.00	\$700	\$180	\$120	\$60	\$30									\$14
\$1.00	\$1.00	\$2.00	\$1,400	\$360	\$240	\$120	\$60	\$880	\$180	\$820	\$120	\$760	\$60	\$730	\$30	\$28
\$1.50	\$1.50	\$3.00	\$2,100	\$540	\$360	\$180	\$90									\$42
\$2.00	\$2.00	\$4.00	\$2,800	\$720	\$480	\$240	\$120	\$1,760	\$360	\$1,640	\$240	\$1,520	\$120	\$1,460	\$60	\$56
\$2.50	\$2.50	\$5.00	\$3,500	\$900	\$600	\$300	\$150									\$70
\$3.00	\$3.00	\$6.00	\$4,200	\$1,080	\$720	\$360	\$180	\$2,640	\$540	\$2,460	\$360	\$2,280	\$180	\$2,190	\$90	\$84
\$3.50	\$3.50	\$7.00	\$4,900	\$1,260	\$840	\$420	\$210									\$98
\$4.00	\$4.00	\$8.00	\$5,600	\$1,440	\$960	\$480	\$240	\$3,520	\$720	\$3,280	\$480	\$3,040	\$240	\$2,920	\$120	\$112
\$4.50	\$4.50	\$9.00	\$6,300	\$1,620	\$1,080	\$540	\$270									\$126
\$5.00	\$5.00	\$10.00	\$7,000	\$1,800	\$1,200	\$600	\$300	\$4,400	\$900	\$4,100	\$600	\$3,800	\$300	\$3,650	\$150	\$140

### COMBO WAGERS and PRIZES

- 4-Way Combo with Wild Ball:  $\$2.00 (\$0.50 \times 4) + \$2.00 (\text{Wild Ball}) = \$4.00 \text{ bet}$   
\$700 prize
- 4-Way Combo with Wild Ball:  $\$4.00 (\$1.00 \times 4) + \$4.00 (\text{Wild Ball}) = \$8.00 \text{ bet}$   
\$1,400 prize
  
- 6-Way Combo with Wild Ball:  $\$3.00 (\$0.50 \times 6) + \$3.00 (\text{Wild Ball}) = \$6.00 \text{ bet}$   
\$700 prize
- 6-Way Combo with Wild Ball:  $\$6.00 (\$1.00 \times 6) + \$6.00 (\text{Wild Ball}) = \$12.00 \text{ bet}$   
\$1,400 prize
  
- 12-Way Combo with Wild Ball:  $\$6.00 (\$0.50 \times 12) + \$6.00 (\text{Wild Ball}) = \$12.00 \text{ bet}$   
\$700 prize
- 12-Way Combo with Wild Ball:  $\$12.00 (\$1.00 \times 12) + \$12.00 (\text{Wild Ball}) = \$24.00 \text{ bet}$   
\$1,400 prize
  
- 24-Way Combo with Wild Ball:  $\$12.00 (\$0.50 \times 24) + \$12.00 (\text{Wild Ball}) = \$24.00 \text{ bet}$   
\$700 prize
- 24-Way Combo with Wild Ball:  $\$24.00 (\$1.00 \times 24) + \$24.00 (\text{Wild Ball}) = \$48.00 \text{ bet}$   
\$1,400 prize



## Exhibit 2

### Play4 Examples of Prize Awards with Wild Ball

Note: This is not meant to be an all-inclusive list of examples

#### Straight Wager (match four digits in exact order)

Player makes a \$0.50 straight wager with Wild Ball. Total Ticket or Ticketless wager cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket or Ticketless Transaction: 1-2-3-4

Drawn Numbers: 1-2-7-4

Wild Ball Number Drawn: 3

Player does not win the base bet. Player wins the Wild Ball (\$700) bet by replacing one of the drawn numbers (7) with the Wild Ball (3), matching 1-2-3-4 in exact order. Player wins a total of \$700.

#### Straight Wager (match all four digits, all digits are the same)

Player makes a \$0.50 straight wager with Wild Ball. Total Ticket or Ticketless wager cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket or Ticketless Transaction: 1-1-1-1

Drawn Numbers: 1-1-1-1

Wild Ball Number Drawn: 1

Player wins the base bet (\$2500) by exactly matching 1-1-1-1. Player wins the Wild Ball (\$700 x 4) bet by replacing each one of the drawn numbers with the Wild Ball (1), matching 1-1-1-1 in exact order four different times. Player wins a total of \$5,300.

#### 4-Way Box Wager (match all four digits in any order, three digits are the same)

Player makes a \$0.50 4-Way Box wager with Wild Ball. Total Ticket or Ticketless wager cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket or Ticketless Transaction: 1-1-1-6

Drawn Numbers: 1-8-1-1

Wild Ball Number Drawn: 6

Player does not win the base bet. Player wins the Wild Ball (\$180) bet by replacing one of the drawn numbers (8) with the Wild Ball (6), matching 1-1-1-6 in any order. Player wins a total of \$180.

#### Front, Back, or Split Pair Wager (match two digits in exact order)

Player makes a \$0.50 Back Pair wager with Wild Ball. Total Ticket or Ticketless wager cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket or Ticketless Transaction: X-X-0-4

Drawn Numbers: 9-5-0-7

Wild Ball Number Drawn: 4

Player does not win the base bet. Player wins the Wild Ball (\$14) bet by replacing one of the drawn numbers (7) with the Wild Ball (4), matching X-X-0-4 in exact order. Player wins a total of \$14.

#### Straight Wager (match four digits in exact order)

Player makes a \$0.50 straight wager with Wild Ball. Total Ticket or Ticketless wager cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket or Ticketless Transaction: 1-2-3-4

Drawn Numbers: 1-2-3-4

Wild Ball Number Drawn: 3

Player wins the base bet (\$2500) by matching 1-2-3-4 in exact order. Player wins the Wild Ball bet (\$700) by replacing one drawn number (3) with the Wild Ball (3). Player wins a total of \$3200.

6-Way Box Wager (match all four digits in any order, two pairs of digits)

Player makes a \$0.50 6-Way Box wager with Wild Ball. Total Ticket or Ticketless wager cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket or Ticketless Transaction: 4-4-5-5

Drawn Numbers: 4-4-5-5

Wild Ball Number Drawn: 5

Player wins the base bet (\$417) by matching 4-4-5-5 in any order. Player wins the Wild Ball (\$120 x 2) by replacing each of the drawn number 5 with the Wild Ball (5). Player wins a total of \$657.

Front, Back, or Split Pair Wager (match two digits in exact order)

Player makes a \$0.50 Back Pair wager with Wild Ball. Total Ticket or Ticketless wager cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket or Ticketless Transaction: X-X-0-4

Drawn Numbers: 9-5-0-4

Wild Ball Number Drawn: 4

Player wins the base bet (\$25) by matching X-X-0-4 in exact order. Player wins the Wild Ball bet (\$14) by replacing one drawn number (4) with the Wild Ball (4). Player wins a total of \$39.

Play4 Examples of Non-Prize Awards with Wild Ball

Note: This is not meant to be an all-inclusive list of examples

Straight Wager (match four digits in exact order)

Player makes a \$0.50 straight wager with Wild Ball. Total Ticket or Ticketless wager cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket or Ticketless Transaction: 1-2-3-4

Drawn Numbers: 1-2-7-0

Wild Ball Number Drawn: 3

Wild Ball number does not result in a match by replacing any one number with 3. Player does not win.

Front, Back, or Split Pair Wager (match two digits in exact order)

Player makes a \$0.50 Back Pair wager with Wild Ball. Total Ticket or Ticketless wager cost \$1.00 (\$0.50 base bet, \$0.50 Wild Ball bet).

Player's Ticket or Ticketless Transaction: X-X-0-4

Drawn Numbers: 9-5-0-7

Wild Ball Number Drawn: 6

Wild Ball number does not result in a match by replacing any one number with 6. Player does not win.

**Exhibit 3**  
**Odds**

**Prizes and Odds without Wild Ball**

<b>Wager</b>
<b>Straight</b> 4 digits, in exact order, 1 way to win <b>Odds: 1 in 10,000</b>
<b>4-Way Box</b> 4 digits with 3 digits the same, in any order, 4 ways to win <b>Odds: 1 in 2,500</b>
<b>6-Way Box</b> 4 digits with 2 pair in any order, 6 ways to win <b>Odds: 1 in 1,667</b>
<b>12-Way Box</b> 4 digits with 2 digits the same, in any order, 12 ways to win. <b>Odds: 1 in 833</b>
<b>24-Way Box</b> 4 digits, all different, in any order, 24 ways to win <b>Odds: 1 in 417</b>

Straight/Box 4-Way*	4 digits, 3 same, exact order Odds: 1 in 10,000
	4 digits, 3 same, any order Odds: 1 in 2,500
Straight/Box 6-Way*	4 digits, 2 pairs, exact order Odds: 1 in 10,000
	4 digits, 2 pairs, any order Odds: 1 in 1,667
Straight/Box 12-Way*	4 digits, 2 same, exact order Odds: 1 in 10,000
	4 digits, 2 same, any order Odds: 1 in 833

Straight/Box 24-Way*	4 digits, all different, exact order Odds: 1 in 10,000
	4 digits, all different, any order Odds: 1 in 417
Front, Split or Back Pair with any 2 digits in exact order Odds: 1 in 100	

### COMBO PAYOUT TABLE WITHOUT WILD BALL

Example	Match
<b>1-2-3-4</b> <b>24-Way Combo:</b> 4 digits, all different, in any order Odds: 1 in 10,000	1234, 1243, 1324, 1342, 1423, 1432, 2134, 2143, 2314, 2341, 2413, 2431, 3124, 3142, 3214, 3241, 3412, 3421, 4123, 4132, 4213, 4231, 4312, 4321
<b>1-2-3-3</b> <b>12-Way Combo:</b> 4 digits, 2 same, in any order Odds: 1 in 10,000	1233, 1323, 1332, 2133, 2313, 2331, 3123, 3132, 3213, 3231, 3312, 3321
<b>1-1-2-2</b> <b>6-Way Combo:</b> 4 digits, 2 pairs, in any order Odds: 1 in 10,000	1122, 1212, 1221, 2211, 2121, 2112
<b>1-2-2-2</b> <b>4-Way Combo:</b> 4 digits, 3 same, in any order Odds: 1 in 10,000	1222, 2122, 2212, 2221

### Prizes and Odds with Wild Ball

<b>Wager</b>
<b>1-2-3-4</b> <b>Straight:</b> 4 digits in exact order <b>Odds:</b> 1 in 2,500
<b>1-2-2-2</b> <b>4-Way Box:</b> all 4 digits, 3 digits the same, in any order <b>Odds:</b> 1 in 625
<b>1-1-2-2</b> <b>6-Way Box:</b> all 4 digits, 2 pair in any order <b>Odds:</b> 1 in 417
<b>1-2-3-3</b> <b>12-Way Box:</b> all 4 digits, 2 digits the same, in any order <b>Odds:</b> 1 in 208
<b>1-2-3-4</b> <b>24-Way Box:</b> all 4 digits, all different, in any order <b>Odds:</b> 1 in 104

<b>Straight/Box 4-Way*</b>	4 digits, three the same, in exact order <b>Odds:</b> 1 in 2,500
	4 Digits, three the same, in any order <b>Odds:</b> 1 in 625
<b>Straight/Box 6-Way*</b>	4 digits, 2 pairs, exact order <b>Odds:</b> 1 in 2,500
	4 digits, 2 pairs, any order <b>Odds:</b> 1 in 417
<b>Straight/Box 12-Way*</b>	4 digits, 2 same, exact order <b>Odds:</b> 1 in 2,500
	4 digits, 2 same, any order <b>Odds:</b> 1 in 208
<b>Straight/Box 24-Way*</b>	4 digits, all different, exact order <b>Odds:</b> 1 in 2,500
	4 digits, all different, any order <b>Odds:</b> 1 in 104

**Front, Split or Back Pair:**  
with any 2 digits in exact order  
**Odds:** 1 in 25

**COMBO PAYOUT TABLE WITH WILD BALL**

Example	Match
<p><b>1-2-3-4</b>  <b>24-Way Combo:</b>                      4 digits, all different,                      in any order                      Odds: 1 in 2,500</p>	<p>1234, 1243, 1324,1342,                      1423, 1432, 2134, 2143,                      2341, 2314, 2413, 2431,                      3124, 3142, 3214, 3241,                      3412, 3421, 4123, 4132,                      4213, 4231, 4312, 4321</p>
<p><b>1-2-3-3</b>  <b>12-Way Combo:</b>                      4 digits, 2 same, in                      any order                      Odds: 1 in 2,500</p>	<p>1233, 1323, 1332, 2133,                      2313, 2331, 3123, 3132,                      3213, 3231, 3312, 3321</p>
<p><b>1-1-2-2</b>  <b>6-Way Combo:</b>                      4 digits, 2 pairs, in                      any order                      Odds: 1 in 2,500</p>	<p>1122, 1212, 1221, 2112,                      2121, 2211</p>
<p><b>1-2-2-2</b>  <b>4-Way Combo:</b>                      4 digits, 3 same, in                      any order                      Odds: 1 in 2,500</p>	<p>1222, 2122, 2212, 2221</p>