

\$5 OH Keno Operating Procedure

Game rule number 3770:1-9-985

Effective:

(A) Title and term. Ohio lottery commission game rule number nine hundred eighty five, EZ PLAY "\$5 OH Keno," shall be conducted at such times and for such periods as the commission may determine. For the purpose of this rule, "sales cycle" shall mean any such period, including reprints, beginning on the date when ticket sales are commenced and continuing through the date established by the director as the date on which sales with respect to tickets allocated to sales agents during the period in game rule number nine hundred eighty five will cease.

(B) General design.

(1) EZPLAY® tickets are drawn from a pool of 240,000 tickets. A ticket is randomly chosen from the pool. In the system all the possible combinations that give winning and non-winning tickets are stored in the pool. Tickets are sorted in the pool in a way that follows the percentage of winners and non-winners described in the game specification. Each time a ticket is drawn from the pool the odds of being a winner in a specific winner category, or non-winner category, equals the percentages specified in the "Prize Structure" table of each game. Each time a ticket is drawn it shall be replaced in the pool with a ticket of the same level. For example, a ten dollar winning ticket shall be replaced with another ten dollar winning ticket, or a non-winning ticket shall be replaced with another non-winning ticket.

(2) Game rule number nine hundred eighty five is generally known as an "instant lottery." A ticket for game rule nine hundred eighty five is terminal generated. Each ticket will have one game per ticket. Each ticket consists of two sections "KENO NUMBERS" and "YOUR NUMBERS." KENO NUMBERS will be a grid of eighty, two-digit numbers, between one and eighty with twenty random numbers to be circled with a graphic indicating the GAME DRAW NUMBERS. One through eighty is the range of possible numbers that can appear with a ○ (circle) graphic for the KENO GRID NUMBERS. YOUR NUMBERS will consist of ten two-digit numbers between one and eighty. One through eighty is the range of possible numbers that can appear for YOUR NUMBERS. All KENO NUMBERS and YOUR NUMBERS are to be printed on tickets in a two-digit format to ensure printing consistency among all terminal types (i.e. the Number "one" will be displayed as "01"). Top prize wins when all ten YOUR NUMBERS matches the circled GAME DRAW NUMBERS. Second highest prize wins when zero YOUR NUMBERS match the circled GAME DRAW NUMBERS. A player can only win once per ticket. Each ticket should provide the player with a "near winning"

experience. There must be a minimum of two matches per non-winning ticket. Not every ticket can be produced with a unique set of numbers; however, enough variation must be produced so it would be very unlikely for a player to see a duplicate.

(3) The only "prize values" which shall appear on a ticket in game rule number nine hundred eighty five are five dollars, twenty five dollars, fifty dollars, two hundred fifty dollars, two thousand five hundred dollars, five thousand dollars and twenty five thousand dollars.

(C) Price of tickets. The price of a ticket issued by the commission in game rule number nine hundred eighty five shall be five dollars.

(D) Structure, nature and value of prize awards.

(1) There shall be one type of prize in game rule number nine hundred eighty five called a "regular prize award."

(2) As used in this rule, "prize award" shall mean one of the following monetary figures which is the total of all winning prize values appearing on the ticket: five dollars, twenty five dollars, fifty dollars, two hundred fifty dollars, two thousand five hundred dollars, five thousand dollars and twenty five thousand dollars. Each ticket in game rule number nine hundred eighty five shall be imprinted in such a way that prize awards from the set listed above may be won.

(E) Number of prize awards. The number of prize awards in any sales cycle of game rule number nine hundred eighty five will depend upon the number of tickets sold during that cycle. Tickets shall be printed in accordance with this rule using random techniques in order that the following occur:

(1) Combinations winning each prize award are randomly distributed throughout all tickets printed in any given ticket issuance.

(F) Tickets sold. Chances of winning and the number of winning tickets are established at the start of the game number nine hundred eighty five and at the time a ticket is purchased.

(G) Frequency of prize drawings.

(1) Random imprinting of prize awards on all tickets issued in game rule number nine hundred eighty five shall be accomplished in a manner which complies with the commission's rules and procedures.

(2) When a ticket issued in game rule number nine hundred eighty five is sold or deemed sold in accordance with this rule, the holder shall be deemed to have drawn the prize values and play symbol on that ticket which determine whether the holder is entitled to a regular prize award. A regular prize

award shall be deemed announced on the date a ticket is purchased.

(H) Special claim, entry, receipt and validation procedures. The director shall establish special claim, entry, receipt and validation procedures, including procedures for validation by sales agents of tickets winning prize awards which are to be paid by sales agents in accordance with commission rules. For purposes of game rule nine hundred eighty five, the close date for a ticket that is sold shall be the date the ticket is purchased. Prize awards shall be claimed within the time limits set forth by commission rules.

(I) Validity of tickets.

(1) A mechanical error in printing prize awards, symbols, words or other numbers on a ticket shall not automatically invalidate that ticket. To the extent feasible, the director shall establish procedures by which the holder of any ticket on which information is incorrectly printed due to mechanical malfunction may be advised of correct information for the ticket. If it is not technically feasible to recover the information from a mechanically misprinted ticket, the director may declare the ticket void and the holder shall be entitled to a return of the ticket price or a replacement ticket of comparable price.

(2) In addition to, but not in limitation of, all other power and authority conferred on the director by the commission's rules, the director may declare a ticket in game rule number nine hundred eighty five void if it is stolen, deactivated, not sold or deemed not sold in accordance with commission rules; if it is illegible, mutilated, altered, counterfeit, reconstituted, miscut, defective, printed or produced in error or incomplete; or if the ticket fails any of the validation tests or procedures established by the director; or if the ticket is obtained in violation of commission rules, including, but not limited to, by way of prize discounting prohibited under rule 3770-3-01 of the administrative code. The commission's liability and responsibility for a ticket declared void, if any, is limited to refund of the retail sales price of the ticket or issuance of a replacement ticket of comparable price. A ticket may not be canceled once the ticket is printed by the lottery terminal even if such ticket is printed in error.

(J) Director's conduct of game rule number nine hundred eighty five.

(1) The director shall conduct game rule number nine hundred eighty five and any promotions or drawings associated therewith in a manner consistent with the Lottery Act and the rules of the commission including, without limitation, this rule and the regulations of the director. As deemed

necessary or advisable, the director shall adopt management regulations, orders or directives to implement and operate this lottery game and any promotions or drawings associated therewith. The director shall inform the public of the provisions of this rule and the procedures established pursuant hereto which affect the play of game rule number nine hundred eighty five. The director reserves the right to declare any instant game unavailable for sale at any time to maintain game integrity and accountability.

(2) Names and definitions of elements of game rule number nine hundred eighty five used in this rule are to be considered generic terms used solely for purposes of this rule. In actual operation, game rule number nine hundred eighty five and these elements may be given names or titles chosen by the commission.

INSTANT ONLINE

Price per Play Card	\$5.00
Number of Boards per Play Card	1
Prize Payout	68.02%
Pool Size	240,000
Number of Nonwinning Play Cards	178,392
Low Tier Prize Maximum	\$25
Mid Tier Prize Maximum	\$599

Prize Level		Division	Probability per Board	Odds per Grid	Expected Number of Winners/Grid	Prize per Winner	Total Prize	Prize %	Payout %	Percent Low Tier	Percent Mid Tier	Percent High Tier
1	MATCH 10	1	0.00001	80,000.00	3	\$25,000	\$75,000	9.19%	6.25%			9.19%
2	MATCH 0	2	0.00001	120,000.00	2	\$5,000	\$10,000	1.23%	0.83%			1.23%
3	MATCH 9	3	0.00001	80,000.00	3	\$2,500	\$7,500	0.92%	0.63%			0.92%
4	MATCH 8	4	0.00104	960.00	250	\$250	\$62,500	7.66%	5.21%		7.66%	
5	MATCH 7	5	0.00458	218.18	1,100	\$50	\$55,000	6.74%	4.58%		6.74%	
6	MATCH 6	6	0.06354	15.74	15,250	\$25	\$381,250	46.71%	31.77%		46.71%	
7	MATCH 5	7	0.18750	5.33	45,000	\$5	\$225,000	27.57%	18.75%	27.57%		
Total			0.26	3.90	61,608.00		\$816,250	100.00%	68.02%	27.57%	61.10%	11.33%
8	Non-Win - Prize Level 1	8	0.74330	1.35	178,392	\$0						
Total				1.00	240,000.00		\$816,250	100.00%	68.02%	27.57%	61.10%	11.33%