

OLC Operating Procedure 1029.

Effective February 24, 2025

- (A) Title and term. Ohio Lottery Commission game OLC Operating Procedure one thousand twenty-nine, "Lucky Gems Multiplier" shall be conducted at such times and for such periods as the commission may determine. For the purpose of this OLC Operating Procedure, "sales cycle" shall mean any such period, including reprints, beginning on the date when ticket sales commence and continuing through the date established by the director as the date on which sales agents are to make their final settlement with respect to tickets allocated to them during the period in OLC Operating Procedure one thousand twenty-nine.
- (B) General design.
- (1) OLC Operating Procedure one thousand twenty-nine is a reveal symbol game and is generally known as an "instant lottery."
 - (2) Holders of valid tickets will remove the covering off the entire play area to reveal twelve symbols. If the player reveals three matching symbols, the player wins the corresponding prize in the "Prize Legend" for that symbol. If the player reveals a "1X," "2X," "5X," or "10X" symbol in the background of the play area, the player will multiply any "Prize" won by the multiplier shown on the play area background. There are ten chances to win on each ticket, and a player may win up to two times on one ticket.
 - (3) The only "prize values," which shall appear on a ticket in OLC Operating Procedure one thousand twenty-nine are: two dollars, five dollars, ten dollars, fifty dollars, one hundred dollars, five hundred dollars, and five thousand dollars. Numbers, prize values and play symbols appearing on any ticket in OLC Operating Procedure one thousand twenty-nine shall be concealed by an opaque covering, which may be scratched off by the holder of the ticket to reveal the underlying numbers, prize values and play symbols.
- (C) Price of tickets. The price of a ticket issued by the commission in OLC Operating Procedure one thousand twenty-nine shall be two dollars.
- (D) Structure, nature and value of prize awards.
- (1) There shall be one type of prize in OLC Operating Procedure one thousand twenty-nine called a "prize award."
 - (2) As used in this OLC Operating Procedure, "prize award" shall mean one of the following monetary figures, which is the total of all winning prize values appearing on the ticket: two dollars, four dollars, five dollars, ten dollars, twenty dollars, thirty dollars, fifty dollars, seventy-five dollars, one hundred dollars, one hundred fifty dollars, three hundred dollars, five hundred dollars, one thousand dollars, and five thousand dollars. Each ticket in OLC Operating Procedure one thousand twenty-nine 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 OLC Operating Procedure one thousand twenty-nine will depend upon the number of tickets sold during that cycle. However, distribution and availability for public purchase may be affected by, but not limited to, circumstances such as stolen, defective, missing, damaged, promotional, returned or partially reordered tickets. 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; and
- (2) For each line in column one of the appendix to this OLC Operating Procedure, the player having the prize value and multiplier, if any, on that same line in column three shall win the prize award on the same line in column four; and in a pool of six million tickets sold, mathematical reasoning suggests that the number of tickets having that prize value and multiplier, if any, in column three should be as set forth on that same line in column five.

(F) Tickets sold. Chances of winning and the number of winning tickets are established at the time of printing and will change as prizes are won.

(G) Frequency of prize drawings.

- (1) Random imprinting of prize awards on all tickets issued in OLC Operating Procedure one thousand twenty-nine shall be accomplished in a manner that complies with the commission's rules and procedures.
- (2) When a ticket issued in OLC Operating Procedure one thousand twenty-nine is sold or deemed sold in accordance with this rule, and the covering material over any of the numbers, prize values and play symbols has been removed, the holder shall be deemed to have drawn the numbers, prize values and play symbols on that ticket, which determine whether the holder is entitled to a prize award. All prize awards shall be deemed announced no later than the last day of the sales cycle of OLC Operating Procedure one thousand twenty-nine in which the ticket was sold.

(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. 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 one thousand twenty-nine void if it is stolen, deactivated, not sold or deemed not sold in accordance with commission rules; if it is illegible, mutilated, altered, counterfeit, misregistered, reconstituted, miscut, defective, printed or produced in error or incomplete; 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.

(J) Director's conduct of OLC Operating Procedure one thousand twenty-nine.

- (1) The director shall conduct OLC Operating Procedure one thousand twenty-nine, and any promotions associated therewith, in a manner consistent with the Lottery Act and the rules of the commission including, without limitation, this rule. The director shall inform the public of the provisions of this rule, and the procedures established pursuant hereto, which affect the play of OLC Operating Procedure one thousand twenty-nine. The director reserves the right to declare any instant game as unavailable for sale at any time to maintain game integrity and accountability.
- (2) Names and definitions of elements of OLC Operating Procedure one thousand twenty-nine used in this rule are to be considered generic terms used solely for purposes of this rule. In actual operation, OLC Operating Procedure one thousand twenty-nine and these elements may be given names or titles chosen by the commission.

TICKET QUANTITY: 6,000,000
TICKET COST: \$2.00

Appendix
OHIO LOTTERY
"Lucky Gems Multiplier" (INSTANT GAME NO. 1029)
PRIZE STRUCTURE
December 30, 2024

Scratch the entire play area to reveal 12 symbols. Reveal 3 matching symbols, win the corresponding PRIZE in the PRIZE LEGEND for that symbol. Multiply any PRIZE won by the multiplier shown on the play area background.

Column 1 Line #	Column 2 Tier Level	Column 3 Prize Value	Column 4 Prize Award	Column 5 Number of Prizes
1	01	\$2	\$2	720,000
2	02	\$2 (2X)	\$4	360,000
3	03	\$5	\$5	120,000
4	04	\$10	\$10	15,000
5	04	\$2 (5X)	\$10	30,000
6	04	\$5 (2X)	\$10	15,000
7	05	\$2 (10X)	\$20	30,000
8	05	\$10 (2X)	\$20	30,000
9	06	(\$5 + \$10) (2X)	\$30	25,000
10	07	50	\$50	2,000
11	07	\$10 (5X)	\$50	3,750
12	07	\$5 (10X)	\$50	3,750
13	08	(\$5 + \$10) (5X)	\$75	750
14	09	100	\$100	1,500
15	09	\$50 (2X)	\$100	2,250
16	09	\$10 (10X)	\$100	2,250
17	10	\$100 + \$50	\$150	500
18	10	(\$10 + \$5) (10X)	\$150	500
19	11	(\$100 + \$50) (2X)	\$300	400
20	11	(\$50 + \$10) (5X)	\$300	400
21	12	\$100 (5X)	\$500	200
22	12	\$50 (10X)	\$500	200
23	12	\$500	\$500	200
24	13	\$500 (2X)	\$1,000	10
25	13	\$100 (10X)	\$1,000	10
26	14	\$500 (10X)	\$5,000	6
27	14	\$5000	\$5,000	4