OLC Operating Procedure 1082
Effective: December 22, 2025

(A) Title and term. Ohio Lottery Commission operating procedure, OLC Operating Procedure number one thousand eighty-two, "FUN 5S" shall be conducted at such times and for such periods as the commission may determine. For the purposes of this operating procedure, "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 agents are to make their final settlement with respect to tickets allocated to them during the period in OLC Operating Procedure number one thousand eighty-two.

(B) General design

(1) OLC Operating Procedure number one thousand eighty-two is an extended play game and is generally known as an "instant lottery."

(2) Holders of a valid ticket will remove the covering off the entire play area to revel four different games. For "GAME 1," the player will remove the covering off the entire play area to reveal five rows and three corresponding symbols for each row. If the player reveals three "DOLLAR BILL" symbols in the same "Row," the player wins the prize shown for that "Row" automatically. If the player reveals two "DOLLAR BILL" symbols and a "5" symbol in the same "Row," the player wins five times the prize shown for that "Row" automatically.

For "GAME 2," the player will remove the covering off the entire play area to reveal nine symbols organized in three rows and three columns. If the player reveals three "MONEYBAG" symbols in the same row, column, or diagonal line, the player wins the prize shown automatically. If the player reveals a "5X" symbol in the "5X BOX," the player wins five times the prize shown automatically.

For "GAME 3," the player will remove the covering off the entire play area to reveal four symbols. If the player reveals two "5" symbols, the player wins the prize amount shown automatically. If the player reveals three "5" symbols, the player wins five times the prize amount shown automatically.

For "GAME 4," the player will remove the covering off the entire play area to reveal six prize amounts. If the player reveals three identical prizes amounts, the player wins that prize amount automatically. If the player reveals two identical prize amounts and a "5" symbol, the player wins five times that prize amount automatically.

There are thirty-five chances to win on each ticket, and a player can win up to nine times on one ticket. The front and back of the ticket are played separately.

(3) The only "Prize Values," which shall appear on a ticket in OLC Operating Procedure one thousand eighty-two are: one dollar, five dollars, ten dollars, fifteen dollars, twenty

dollars, twenty-five dollars, fifty dollars, one hundred dollars, two hundred fifty dollars, five hundred dollars, one thousand dollars, ten thousand dollars, and one hundred fifty thousand dollars. Numbers, prize values and play symbols appearing on any ticket in OLC Operating Procedure one thousand eighty-two 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 number one thousand eighty-two shall be five dollars.

(D) Structure, nature and value of prize awards

(1) There shall be one type of prize in OLC Operating Procedure one thousand eighty-two, called a "prize award."

(2) As used in this 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: five dollars, ten dollars, fifteen dollars, twenty dollars, twenty-five dollars, fifty dollars, one hundred dollars, two hundred fifty dollars, five hundred dollars, one thousand dollars, ten thousand dollars, and one hundred fifty thousand dollars. Each ticket in OLC Operating Procedure number one thousand eighty-two 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 number one thousand eighty-two 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 partial reordered tickets. Tickets shall be printed in accordance with this OLC Operating Procedure 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.

(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 that same line in column four. In a pool of six million tickets sold, mathematical reasoning suggests that the number of tickets having the prize value and multiplier, if any, set forth on a given line in column three of the appendix to this operating procedure 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 number one thousand eighty-two shall be accomplished in a manner which complies with the commission's rules and procedures.

(2) When a ticket issued in OLC Operating Procedure number one thousand eighty-two is sold or deemed sold in accordance with this OLC Operating Procedure 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 number one thousand eighty-two 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 and procedures.

(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 and procedures, the director may declare a ticket in OLC Operating Procedure number one thousand eighty-two void if it is stolen, deactivated, not sold or deemed not sold in accordance with commission rules and procedures; 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 and procedures, 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 number one thousand eighty-two.

(1) The director shall conduct OLC Operating Procedure number one thousand eighty-two and any promotions or drawings associated therewith in a manner consistent with the

Lottery Act and the rules and procedures of the commission including, without limitation, this OLC Operating Procedure. The director shall inform the public of the provisions of this OLC Operating Procedure and the procedures established pursuant hereto, which affect the play of OLC Operating Procedure number one thousand eighty-two. 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 number one thousand eighty-two used in this OLC Operating Procedure are to be considered generic terms used solely for purposes of this OLC Operating Procedure. In actual operation, OLC Operating Procedure number one thousand eighty-two and these elements may be given names or titles chosen by the commission.

TICKET QUANTITY: 6,000,000
TICKET COST: $5.00

Appendix
OHIO LOTTERY
"FUN 5S" (INSTANT GAME NO.1082)
PRIZE STRUCTURE
OCTOBER 31, 2025 - VERSION A

FRONT: **GAME 1**: Reveal three “DOLLAR BILL” symbols in the same ROW, you win the prize shown for that ROW. Reveal two “DOLLAR BILL” symbols and a “5” symbol in the same ROW and win 5 TIMES the prize shown for that ROW.

GAME 2: Reveal three “MONEYBAG” symbols in the same row, column or diagonal line, you win the prize shown. Reveal a “5X” symbol in the 5X BOX and win 5 TIMES that amount.

GAME 3: Reveal two “5” symbols, you win the prize amount shown. Reveal three “5” symbols and win 5 TIMES the prize amount shown.

GAME 4: Reveal 3 IDENTICAL prize amounts, you win that amount. Reveal 2 IDENTICAL prize amounts and a “5” symbol and win 5 TIMES that amount.

BACK: **N/A**

Column One Line #	Column Two TIER LEVEL	Column Three Prize Value	Column Four Prize Award	Column Five Number of Prizes
1	01	**G1:** $5	$5	120,000
2	01	**G2:** $5	$5	330,000
3	01	**G3:** $5	$5	90,000
4	01	**G4:** $5	$5	90,000
5	01	**G1:** $1x5	$5	90,000
6	02	**G2:** $5 + **G4:** $5	$10	90,000
7	02	**G1**: $10	$10	90,000
8	03	**G1:** $5 + **G3:** $10	$15	150,000
9	03	**G2:** $1 (5X) + **G3:** $1 (5X) + **G4:** $1 (5X)	$15	90,000
10	03	**G1:** $15	$15	30,000
11	04	**G2**: $10 + **G3**: $5 + **G4**: $5	$20	30,000
12	04	**G1:** $15 + $5	$20	30,000
13	04	**G3:** $20	$20	60,000
14	05	**G1:** $5 + **G2:** $5 + **G3:** $5 + **G4:** $10	$25	30,000
15	05	**G1:** $5 + **G2:** $1 (5X) + **G4:** $15	$25	30,000
16	05	**G1:** $10 + $15	$25	30,000
17	05	**G2:** $25	$25	30,000
18	06	**G1:** $25 + **G4:** $25	$50	7,500
19	06	**G1:** $10 (5X)	$50	7,500
20	06	**G3:** $10 (5X)	$50	7,500
21	06	**G4:** $5 (5X) + $25	$50	7,500
22	06	**G1:** $5x2 + $10 + **G2:** $10 + **G3**: $5 + **G4:** $5 + $10	$50	7,500
23	06	**G1**: $50	$50	6,000
24	07	**G2:** $10 (5X) + **G3**: $10 (5X)	$100	2,500
25	07	**G1**: $20 (5X)	$100	2,500
26	07	**G1**: $50 + **G3**: $50	$100	2,450
27	07	**G2**: $15 (5X) + **G3:** $25	$100	2,450
28	07	**G1**: $5x3 + **G2:** $1 (5X) + **G3:** $5 + **G4**: $10 (5X) + $25	$100	2,450
29	07	**G3:** $100	$100	2,450
30	08	**G1:** $25 (5X) + $50 + **G2**: $25 + **G3**: $25 + **G4**: $25	$250	350
31	08	**G1**: $50x3 + $100	$250	300
32	08	**G1**: $25x4 + **G2**: $50 + **G3:** $50 + **G4**: $50	$250	300
33	08	**G1:** $10 (5X) + $25x3 + $50 + **G2:** $15 + **G3**: $10 (5X) + **G4:** $10	$250	300
34	08	**G1:** $250	$250	250
35	09	**G1:** $25 (5X) + $50 (5X) + **G2**: $25 + **G3:** $25 + **G4:** $25 + $50	$500	350
36	09	**G1:** $25x3 + $50 + $100 + **G2**: $100 + **G3**: $25 + **G4**: $50 + $100	$500	350
37	09	**G1**: $250x2	$500	350
38	09	**G1**: $25x5 + **G3**: $50 (5X) + **G4**: $25 (5X)	$500	350
39	09	**G2**: $500	$500	350
40	10	**G1:** $500 + **G3:** $500	$1,000	30
41	10	**G1**: $100 (5X) + **G2**: $100 (5X)	$1,000	30
42	10	**G1:** $25x2 + $50x2 + $100 + **G2:** $100 + **G3**: $100 (5X) + **G4**: $50 + 100	$1,000	30
43	10	**G2**: $1,000	$1,000	20
44	11	**G1:** $250x2 + $500 (5X) + **G2**: $500 + **G3:** $1,000 (5X) + **G4:** $500 + $1,000	$10,000	8
45	11	**G4**: $10,000	$10,000	8
46	11	**G3**: $10,000	$10,000	8
47	12	**G1**: $150,000	$150,000	6