

NORTH CAROLINA EDUCATION LOTTERY POLICIES AND PROCEDURES MANUAL

CHAPTER 2 – GAME RULES

2.04D – FAST PLAY GAME RULES

SCOPE

The Fast Play Game Rules and Regulations contain specific rules, regulations, procedures, instructions and directives which apply to Fast Play Games offered for sale to the public by the North Carolina Education Lottery (“NCEL”). The NCEL will, from time to time, amend these Rules and Regulations and adopt new Rules and Regulations that pertain to all Fast Play Games as well as game specific items that will be incorporated into the Working Papers for each game. In the event of a conflict among the Act and the Fast Play Game Rules and Regulations, the Act will govern the Fast Play Game Rules and Regulations; however, to the extent not in conflict with the Act, the Working Papers will govern the Fast Play Game Rules and Regulations as to the specific Fast Play Game being offered for sale. Further, however, to the extent not in conflict with the Act, any special rules or other Game Procedures adopted by the NCEL and uniformly announced to all Retailers for a specific Fast Play Game (such as for a sales promotion), will govern the Working Papers and the Fast Play Game Rules and Regulations as to that game.

DEFINITIONS

Capitalized terms used herein shall have the meanings set forth in Chapter 8.00 unless otherwise defined in context.

FAST PLAY GAME RULES

- A. Fast Play games are specially designed lottery games that will award prizes to ticket holders matching specified combination of numbers, letters, symbols, or patterns as printed on the game tickets.
 1. Each Fast Play Game Ticket is automatically generated by the NCEL terminal with instant game play result.
 2. Fast Play Game Tickets may not be canceled.
 3. The player may select the specific Fast Play game but does not select his/her Play Symbols.
 4. Each printed Fast Play Game Ticket will include “How to Win” game play instructions, a “Game Play” area and certain Fast Play Games may include a “Prize Table.”
 5. Each Fast Play Game Ticket shall sell for the retail sales price authorized by the Executive Director and stated in the individual Working Papers.
 6. The NCEL shall not be responsible for lost or stolen Fast Play Game Tickets.
- B. Determination of Prize Winner:
 1. Play Symbols shall be used by a player to determine eligibility for Fast Play Game prizes. Qualifying Play Symbols are stated in the Working Papers.

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2. A player's eligibility to win a prize is subject to the Ticket validation requirements provided in Section (C) below.
 3. Eligibility to win a prize is based on the approved Play Style as stated in the Working Papers.
 4. Fast Play games offer tiered prizes and may offer a progressive jackpot with a percentage of the total jackpot amount based upon the Fast Play Game Ticket price.
 - a. \$2 jackpot winning tickets receive 20% of the jackpot.
 - b. \$5 jackpot winning tickets receive 50% of the jackpot.
 - c. \$10 jackpot winning ticket wins the total jackpot.
 5. Purchases for Fast Play games that feature a progressive jackpot contribute towards a shared progressive jackpot that will increase with every ticket purchase. All Fast Play Game Tickets with a progressive jackpot shall have the estimated jackpot amount printed on each ticket. The estimated jackpot amount will change based upon sales of Fast Play games and as jackpot prizes are won. Progressive Jackpots start at \$20,000 and increase based upon sales of Fast Play games. In the event a Fast Play ticket wins the total jackpot amount, the jackpot will reset to \$20,000. Lesser jackpot prizes won based upon Section (B)(4) above will reset to the funds remaining in the total jackpot or \$20,000, whichever is higher.
- C. Ticket Validation Requirements:
1. Each Fast Play Game Ticket shall be validated according to validation procedures prior to payment of a prize.
 2. A Fast Play Game Ticket shall comply with all of the following:
 - a. The Ticket shall not be counterfeit or forged, in whole or in part.
 - b. The Ticket shall not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner.
 - c. The Ticket shall have been issued by the NCEL in an authorized manner.
 - d. The Ticket shall have been received or recorded by the NCEL by applicable deadlines.
 - e. In addition to the validation requirements, a Fast Play Game Ticket shall not be valid unless all of the following conditions are met:
 - i. The Ticket data shall have been recorded on the central computer system on magnetic tape or disk and the Ticket data shall match this computer record in every respect;

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- ii. The Ticket play information shall appear on the official file of winning Tickets/Plays, and a Ticket/Play with that exact data shall not have been previously paid.
 - f. The game, Ticket, and Security Code(s) must be present in their entirety and be fully legible.
 - g. The play type, Security Code, Retailer code, number, and Ticket stock number must be correctly displayed on the Ticket.
 - h. The Ticket must not be blank or partially blank, mis-registered, defective, or printed or produced in error.
 - i. A lottery Ticket shall be the only valid proof of the Play and the only valid instrument for claiming a prize.
3. Any Ticket not passing all of the validation tests and requirements is void and ineligible for any prize and shall not be paid. The Executive Director may make an exclusive determination to reimburse the player for the purchase price of the void Ticket.
4. If a defective Ticket is purchased, the NCEL's only liability shall be reimbursement for the purchase price of the void Ticket.
5. The final determination on validation rests with the Executive Director.
6. Any person who submits a lottery Ticket for validation or who claims a prize, in whatever capacity, agrees to be bound and shall be bound by the provisions of the NCEL's Fast Play Game Rules and Regulations.

D. Ticket Responsibility

1. A Ticket is a bearer instrument until signed on the back by the Ticket holder.
2. The NCEL shall not be responsible for lost, stolen, or destroyed Tickets.
3. The NCEL shall not be responsible for erroneous or mutilated Tickets.
4. The NCEL shall not be responsible for Tickets claimed by a player in error for a lower prize at a Retailer.
5. The NCEL may not pay prizes to any Claimant who purchases a Ticket from an unauthorized retailer.
6. The Executive Director shall not pay a prize on any voided Fast Play Game Ticket.

E. Disputed Ticket

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If a dispute arises between the NCEL and a Ticket Claimant concerning whether the Ticket is a winning Ticket and if the Ticket prize has not been paid, the Executive Director may exclusively make a determination to reimburse the Claimant for the purchase price of the disputed Ticket. This shall be the Claimant's exclusive remedy.

F. Game Termination and Prize Claim Period

1. The NCEL, at any time, may announce the termination date for an individual Fast Play Game. If this occurs, no Tickets shall be sold past the termination date for that Game.
2. Fast Play Game Prizes shall be claimed no later than the end of the NCEL's business day (local standard time), as posted by the NCEL, on the one hundred eightieth (180th) calendar day after the purchase date of the Fast Play Game. If the 180th calendar day falls on a day in which the NCEL is not open for business, the ticket must be claimed by the end of the NCEL's next business day. The risk of loss or late delivery of a claim package submitted by mail or other carrier remains with the Player. Post marks shall not constitute satisfaction of the 180 day requirement.

P. Governing Law

In purchasing a Ticket/Play, the customer or player agrees to comply with, and abide by, the Act, other applicable North Carolina laws, all Rules and Regulations, Terms of Service, all final decisions of the NCEL, and all procedures and instructions established by the NCEL or the Executive Director for the conduct of the respective game.