

# MISSISSIPPI LOTTERY CORPORATION ADMINISTRATIVE REGULATIONS

## Chapter 9 – Instant Ticket Game Rules<sup>1</sup>

### Rule 9.1 – Applicability of these Rules

The Instant Game Rules and Regulations contain specific rules, regulations, procedures, instructions and directives that apply to Instant Games developed and offered for distribution and sale to the public by the Mississippi Lottery Corporation (“MLC”). The MLC will, from time to time, amend these Rules and Regulations and adopt new Rules and Regulations that pertain to all Instant 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 Alyce G. Clarke Mississippi Lottery Law, Senate Bill 2001 (First Extraordinary Session 2018) (“Act”), the Instant Game Rules and Regulations, and the Retailer Contract, the Act will govern the Instant Game Rules and Regulations, and the Instant Game Rules and Regulations will govern the Retailer Contract; however, to the extent not in conflict with the Act, the Working Papers will govern the Instant Game Rules and Regulations as to the specific Instant Game being produced for distribution; further, however, to the extent not in conflict with the Act, any special rules, Draw Procedures or other Game Procedures adopted by the MLC and uniformly announced to all Retailers for a specific Instant Game (such as for a sales contest), will govern the Working Papers and the Instant Game Rules and Regulations as to that game.

### Rule 9.2 – Definitions

Capitalized terms used herein shall have the meanings set forth in Appendix A to the MLC Rules and Regulations, unless otherwise defined herein.

### Rule 9.3 – General Rules

- A. If the MLC, in its sole discretion, has authorized a Retailer to sell Tickets for Instant Games at one or more of its Retailer Business Locations, these Instant Game Rules and Regulations, in addition to all provisions, terms and conditions of the Act, other Rules and Regulations, and the Retailer Contract, shall apply to all Instant Games.
- B. Each Retailer shall sell Instant Tickets for any and all Instant Games, as directed by the MLC, at each of its Retailer Business Locations listed in the Retailer Contract for which the MLC has authorized the sale of Tickets for Instant Games.
- C. Acceptance and Return of Instant Tickets

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<sup>1</sup> Adopted [insert date], first published [insert date] and effective [insert date].

1. Each Retailer shall have a fiduciary duty and responsibility to preserve and account for all Instant Tickets accepted from the MLC or its distributor, as well as cash proceeds from the sale of any lottery products.
2. Any Instant Tickets not properly accounted for by the Retailer upon termination of the Retailer Contract, upon demand by the MLC, or at the End of Game date for the corresponding Instant Game, regardless of the reason, shall be deemed to have been purchased by the Retailer.
3. Retailers shall confirm receipt of all Packs of Instant Tickets delivered, at the time of delivery, through the Lottery Terminal provided by the MLC. **Failure to confirm Tickets upon receipt could result in the Retailer Contract being revoked.** Retailers shall accept only complete Ticket orders assigned to them and will not be allowed to accept a part of the Ticket order delivered to them.
4. The MLC will accept full and partial Pack returns immediately following the termination, cancellation, suspension, revocation or non-renewal of a Retailer Contract with the MLC. A maximum of four (4) sequential breaks in Ticket Number sequence per Pack will be allowed. The returned Instant Tickets must be collected by or delivered directly to a MLC sales representative or any other employee designated by the President. Instant Tickets not returned will be charged to the Retailer, less appropriate Retailer Commissions.
5. For special Instant Games that may have varying market appeal, as determined from time to time in the sole discretion of the President (such as seasonal, special interest and sports theme Instant Games), the MLC may accept full and partial Pack returns prior to the announced End of Game. A maximum of four (4) sequential breaks in Ticket Number sequence per Pack will be allowed. The returned Instant Tickets must be collected by or delivered directly to a MLC sales representative or any other employee designated by the President. Instant Tickets not returned will be charged to the Retailer, less appropriate Retailer Commissions.
6. Prior to announcing the End of Game date for any particular Instant Game to the general public, the MLC will notify Retailers of a prior date at which the MLC expects the Retailer to cease selling Instant Tickets for that game. Thereafter, and on or before the End of Game date, a MLC sales representative or any other employee designated by the President will pick up any full and partial Packs of Tickets for that game remaining with the Retailer. A maximum of four (4) sequential breaks in Ticket Number sequence per Pack will be allowed. Instant Tickets not returned will be charged to the Retailer, less appropriate Retailer Commissions.

7. The foregoing notwithstanding, the MLC may, from time to time, adopt rules limiting the return and acceptance of full and partial Packs for specific Instant Games as a condition of Retailer participation in sales contests.

D. Stolen Instant Tickets

1. The Retailer shall be responsible for securing Activated, non-Activated and Settled Packs of Instant Tickets. The Retailer shall report all stolen Instant Tickets to the online gaming vendor as soon as possible, or at the latest, within twelve (12) hours of the theft. The Retailer must provide the online gaming vendor personnel with the correct Game name and/or Number, the correct Pack number(s) and the exact range of Tickets stolen. In addition, the Retailer shall file a police report for the stolen Tickets within twenty-four (24) hours of the theft. The Retailer must mail or fax a copy of the police report to MLC Security within fourteen (14) calendar days of the initial report of the theft to the online gaming vendor.
2. For tickets reported stolen from Activated or Settled Pack(s), the Retailer shall be financially responsible for the Instant Tickets; however, if the Retailer has complied with all reporting requirements contained in this Rule 9.3(D) and in the Retailer Rules and Regulations, the MLC, following a thorough review of all available information, i.e., police reports, internal documents, investigative reports, etc., may refund the Retailer for Tickets accurately reported as stolen from Activated or Settled Pack(s) of Instant Tickets forty-five (45) days after the theft report was filed with the MLC as follows:  
  
MLC will credit the Retailer the amount paid for stolen Instant Tickets reported to the MLC, less a \$25.00 per Pack blocking fee, if none of the stolen Instant Tickets from the Activated or Settled Pack(s) have been validated prior to the date and time the Retailer reports the Instant Tickets to the online gaming vendor as stolen.
3. For Instant Tickets reported stolen from non-Activated Pack(s), the Retailer will be assessed a blocking fee of \$25.00 for each Pack. However, if the Retailer has complied with all reporting requirements contained in this Rule 9.3(D) and in the Retailer Rules and Regulations, and there is clear evidence that the Pack was stolen as determined by the MLC, in the MLC's sole discretion, through a review of all available information, i.e., police reports, internal documents, investigative reports, etc., the \$25.00 blocking fee will be credited to the Retailer.
4. The Retailer must have a valid Retailer Contract with the MLC, be an active Retailer, and be current on all funds due to the MLC in order to qualify for any reimbursement for stolen Instant Tickets not recovered.

E. Lost, Misplaced or Unaccounted for Instant Tickets

The Retailer shall be responsible for lost, misplaced or unaccounted for non-activated Instant Tickets and may be charged the full price of the Tickets, less any applicable commission.

F. Damaged Instant Tickets

1. If Instant Tickets are damaged in transit to the Retailer, the Retailer shall report the damage to the MLC within twenty-four (24) hours after confirmation of delivery to be considered for credit. A POLICE REPORT IS NOT REQUIRED FOR DAMAGED INSTANT TICKETS. The MLC will accept the return of all Tickets damaged in shipment whenever possible.
2. The Retailer shall be responsible for Instant Tickets damaged after delivery and will be charged the full price of the Tickets less any applicable Commissions. Upon investigation by the MLC, the MLC may, in its sole discretion, elect to accept the return of Tickets damaged after delivery and reduce the Retailer's cost for the damaged Tickets to \$25.00 per Pack.

Rule 9.4 – Instant Game Rules

A. New Instant Game

1. The President, at any time, may introduce a new individual Instant Game or series of Instant Games.
2. Each Instant Game shall include the manner and time of payment of prizes as authorized by the President and stated in the individual Working Papers.
3. The individual Working Papers for each Instant Game shall contain the number and amount of prizes as authorized by the President.
4. The odds of winning for each Instant Game, as authorized by the President and stated in the individual Working Papers, will be formatted for distribution to the public through the Retailer base and shall include the following:
  - a. Available prize tiers;
  - b. Consolidated odds of winning each available prize tier; and
  - c. Overall odds of winning.

B. Sale of Instant Tickets

1. Only Retailers who have entered into a Retailer Contract with the MLC, and have been approved by the MLC, in the MLC's sole discretion, for the sale of Instant Games, are authorized to sell Instant Tickets.

2. Instant Tickets may be sold only at the Retailer Business Location where each Instant Ticket Pack is assigned by the MLC and accepted by the Retailer, and such Retailer Business Location must be listed in such Retailer's Retailer Contract for which the MLC has authorized the sale of Tickets for Instant Games.
3. Each Instant Ticket shall sell for the retail sales price authorized by the President and stated in the individual Working Papers.

C. Determination of Prize Winner

1. The Play Symbols shall be used by a player to determine eligibility for Instant Game prizes. Qualifying Play Symbols are stated in the Working Papers.
2. A player's eligibility to win a prize is subject to the Ticket validation requirements provided in subsection D of this Rule 9.4.
3. For each individual Instant Game, the player shall uncover the Play Area on the front of the Ticket to reveal the Play Symbols. Eligibility to win a prize is based on the approved Play Style as stated in the Working Papers. Prizes are subject to prior sales.

D. Ticket Validation Requirements

1. Each Instant Ticket shall be validated according to validation procedures prior to payment of a prize.
2. An Instant Ticket shall comply with all of the following:
  - a. The Ticket shall not be stolen or appear on any list of omitted Tickets on file with the MLC.
  - b. The Ticket shall not be counterfeit or forged, in whole or in part.
  - c. The Ticket shall not be mutilated, altered, unreadable, reconstituted, or tampered with in any manner.
  - d. The Ticket shall have been issued by the MLC in an authorized manner.
  - e. The Ticket shall have been received or recorded by the MLC by applicable redemption deadlines.
  - f. The Ticket shall pass the confidential validation and security tests appropriate to the applicable Play Style.

- g. The Validation Number of an apparent winning Ticket shall appear on the MLC's official file of Validation Numbers of winning Tickets. A Ticket with that Validation Number shall not have been paid previously.
  - h. The Ticket shall be intact, and not miscut, and have exactly one Play Symbol and exactly one Caption in each of the rub-off spots, exactly one Pack Number, exactly one Ticket Number, exactly one Retailer Validation Code, and exactly one Validation Number on the Ticket.
  - i. The Game Number, Pack Number, Ticket Number, and Validation Number must be present in their entirety and be fully legible. The Validation Number shall correspond, using the MLC's codes, to the Play Symbols on the Ticket.
  - j. The Play Symbols, Captions, Validation Number, Retailer Validation Code, Pack Number, and Ticket Number must be right side up and not reversed in any manner.
  - k. The Ticket must not be blank or partially blank, misregistered, defective, or printed or produced in error.
  - l. Each of the Play Symbols on the Instant Game Ticket must be exactly one of those described in that Instant Game's Working Papers, and each of the Captions must be exactly one of those described in the same Working Papers.
  - m. Each of the Play Symbols on the Ticket must be printed in the correct symbol font and correspond precisely to the artwork on file at the MLC. Each of the Captions must be printed in the Caption font and must correspond precisely to the artwork on file at the MLC. The Retailer Validation Code must be printed in the Retailer Validation Code font and must correspond precisely to the artwork on file at the MLC. The Validation Number must be printed in the Validation Number font and must correspond precisely to the artwork on file at the MLC.
  - n. The display printing must be regular in every respect and correspond precisely with the artwork on file at the MLC.
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 President may, at the President's exclusive determination, replace the Ticket or reimburse the player for the cost of the void Ticket.
4. If a defective Ticket is purchased, the MLC's only liability shall be replacement of the Ticket or reimbursement for the cost of the void Ticket.

E. Ticket Responsibility

1. The MLC shall not be responsible for lost, stolen, or destroyed Tickets.
2. The MLC shall not be responsible for erroneous or mutilated Tickets.
3. The MLC shall not be responsible for Tickets claimed at a Retailer by a player for a lower prize in error.
4. The MLC shall not pay prizes to any Claimant who purchases a Ticket from an unauthorized Retailer.
5. The MLC shall pay a prize to only one individual or entity.
6. A Ticket is a bearer instrument until signed on the back by the Ticket holder. If the signature area is defaced, altered, or signed by more than one person, the MLC reserves the right to refuse payment.

F. Disputed Ticket

If a dispute arises between the MLC and a Ticket Claimant concerning whether the Ticket is a winning Ticket and the Ticket prize has not been paid, the President may, exclusively at his/her determination, reimburse the Claimant for the cost of the disputed Ticket, or provide the Claimant with a replacement Ticket of the same cost as the disputed Ticket. This shall be the Claimant's exclusive remedy.

G. End of Game and Prize Claim Period

1. The President may, at any time, establish the End of Game date for an individual Instant Game or series of Instant Games.
2. The MLC sales representatives will be directed to contact all Retailers in order to have the Retailers properly account for and return for credit the unsold Instant Tickets from such Instant Games. Every reasonable effort shall be made to assure the return of all unsold Instant Tickets from each discontinuing Instant Game on or before the corresponding End of Game date. Instant Tickets not returned will be charged to the Retailer.
3. Instant Game prizes shall be redeemed or claimed no later than ninety (90) days after the End of Game date of the individual Instant Game; the date of claim or redemption is the date of receipt by the MLC or a Retailer; thereafter, no claims shall be honored by the MLC or any Retailer.
4. When the End of Game date for an individual Instant Game or series of Instant Games has been established, the MLC Sales Department shall prepare and distribute an End of Game flyer to all Retailers announcing the names of Instant Games which are ending, End of Game date, and last day to redeem date.

5. When the End of Game date for an individual Instant Game or series of Instant Games has been established, the MLC General Counsel shall prepare and publish, beginning on or before the End of Game date, a legal notice announcing the names of the Instant Games which are ending, the End of Game date for each such Instant Game, and the last date upon which prizes for each such Instant Game may be redeemed or claimed.

H. Governing Law

In purchasing a Ticket, the customer or player agrees to comply with, and abide by, the Act, other applicable Mississippi laws, all Rules and Regulations and final decisions of the MLC, and all procedures and instructions established by the MLC or the President for the conduct of the game.

I. Purchase and Prize Restrictions

No Instant Game Ticket may be purchased by and no prize shall be paid to any member of the MLC Board; any officer or employee of the MLC; any MLC vendor or Retailer; or any spouse, child, brother, sister or parent residing as a member of the same household in the principal place of abode of any such person. Nor shall any Ticket be purchased by and no prize shall be paid to any officer, employee, agent, or subcontractor of any MLC vendor, or any spouse, child, brother, sister or parent residing as a member of the same household in the principal place of abode of any such person if such officer, employee, agent, or subcontractor has access to confidential information which may compromise the integrity of the MLC.

J. Taxes and Setoffs

In accordance with the Act, other applicable laws and the MLC's Prize Validation and Payment Rules and Regulations:

1. All prizes are subject to applicable federal and state withholdings, and federal and state income taxes; and
2. Prizes of \$600.00 and above are subject to Debt Setoff collection by claimant agencies.

K. Coordination of Instant Game Rules and Drawing-Style Game Rules

If and when there is an issue or topic relevant to the Instant Game Rules and Regulations which is addressed in the Drawing-Style Game Rules and Regulations, but which is not addressed in the Instant Ticket Game Rules and Regulations, then the provisions of the Drawing-Style Game Rules and Regulations shall apply equally to the Instant Games for such issue or topic; however, in no case shall an Instant Game winner be allowed the option to receive the lump sum cash value equivalency in lieu of an annuitized prize unless that option is specifically provided for in the respective Instant Game Working Papers.



## 9.5 – Grand Prize Drawing Rules

This section shall not apply to individual Instant Games that do not provide for a Grand Prize Drawing.

- A. Eligibility for a Grand Prize Drawing shall be determined by, but not limited to, a direct entry in a Grand Prize Drawing or an entry into a Preliminary Drawing as provided in the Draw Procedures. The President shall determine any prizes to be awarded and the method of payment that shall be stated in the Draw Procedures.
- B. Preliminary Drawings and Grand Prize Drawings shall be conducted at times and places and pursuant to the methods stated in the Draw Procedures.
- C. An entry in a Preliminary Drawing or Grand Prize Drawing submitted by a player in accordance with the applicable Draw Procedures is eligible to be included in a drawing as provided in the Draw Procedures.
- D. Entries in a Preliminary Drawing or Grand Prize Drawing shall be delivered to the address designated in the Draw Procedures no later than the last day of the time frame specified in the Draw Procedures.
- E. The number of Preliminary Drawing and Grand Prize Drawing winners selected to advance or to win a prize shall be specified in the Draw Procedures. The odds of winning an entry into these drawings for a prize of a specific amount need not be uniform throughout the game and are subject to change by the President.
- F. Each Grand Prize Drawing finalist shall submit a completed Claim Form and the winning Ticket to the MLC within the required claim-filing period. Failure to submit these items within the claim-filing period and failure to have a Valid Ticket shall be cause for ineligibility to the Grand Prize Drawing.
- G. Each Grand Prize Drawing finalist will be notified by the MLC of the date of his/her appearance at the Grand Prize Drawing.
- H. If a dispute arises between the MLC and a Ticket Claimant concerning whether the Ticket is a winning Ticket and the Ticket prize has not been paid, the President may, exclusively at his/her determination, reimburse the Claimant for the cost of the disputed Ticket, or provide the Claimant with a replacement Ticket of the same cost as the disputed Ticket. This shall be the Claimant's exclusive remedy.

**POLICY MANUAL**

**Appendix A – DEFINITIONS FOR ALL POLICIES INCLUDED HEREIN  
UNLESS OTHERWISE NOTED**

**CHAPTER 2 – RETAILER RULES**

**CHAPTER 8 – PRIZE VALIDATION AND PAYMENTS**

**CHAPTER 9 – INSTANT TICKET GAME RULES**

**CHAPTER [ ] – RESERVED**

<i>Act</i>	The The Alyce G. Clarke Mississippi Lottery Law, Senate Bill 2001 (First Extraordinary Session 2018, codified at <i>Miss. Code Ann. §§ 27-115-1 et seq.</i> , as amended.
<i>Activated Pack</i>	The status of a pack of Instant Tickets, which indicates to the MLC that Tickets are being sold from the Pack.
<i>Board</i>	The board of directors of the MLC.
<i>Caption</i>	The letters appearing below the Play Symbols in the play area of an Instant Ticket that verify the correctness of the Play Symbols.
<i>Certificate of Authority</i>	The non-transferable display certificate with a unique Retailer identification number assigned by the MLC for each Retailer location. The Act requires every Retailer to post this certificate and keep it conspicuously displayed at the place where the Retailer is authorized to sell lottery Tickets.
<i>Claim Center</i>	A MLC location designated by the President to pay claims for all Prizes up to \$199,999.99, and Powerball, Mega Millions and Lotto America Prizes up to \$99,999.99.
<i>Claim Form</i>	The printed form authorized by the MLC that a player shall complete and submit to the MLC along with a winning Ticket to be eligible to collect a Prize.
<i>Claimant</i>	A player who has submitted a valid claim for payment within the required time frame.
<i>Commission</i>	Compensation paid by the MLC to a Retailer for selling Tickets in the amount of six percent (6%) of the face value of all lottery Tickets sold by the Retailer.
<i>Confirmation</i>	An Action taken by the Retailer on the Lottery Terminal to verify receipt of an Instant Ticket shipment (order).

<i>Corporate Retailer Account</i>	A Lottery Retailer that operates multiple Retailer Business Locations (generally including all Lottery Retailer accounts consisting of ten (10) or more Retailer Business Locations).
<i>Corporation</i>	The Mississippi Lottery Corporation or the MLC.
<i>Debt Setoff</i>	Amounts authorized to be withheld by the MLC from payments for winning lottery prizes in accordance with the Act and the Rules and Regulations.
<i>Draw Procedures</i>	The written guidelines approved by the President that specify the draw procedures for a particular Instant Game, if a drawing is designed as part of the game, and for each Drawing-Style Game.
<i>Drawing-Style Game</i>	A lottery game developed and offered for sale to the public where Tickets are produced by on-line Lottery Terminals and players match their numbers to those produced during regularly scheduled random drawings.
<i>Electronic Funds Transfer (EFT)</i>	The process by which the MLC transfers funds from its Retailers to pay amounts due the MLC. Retailers provide authorization to the MLC to allow funds to be removed from its lottery trust account.
<i>End of Game</i>	The official date established by the MLC after which the playing public has ninety (90) days to claim their winning Instant Tickets.
<i>Game Number</i>	The number on the back of each Instant Ticket that refers to the number associated with the particular Instant Game.
<i>Game Procedures</i>	The written rules, regulations, procedures, instructions and directives approved by the President, or his/her designee, that may include, among other things, the game name, how a Prize is won, game Prize Structure, Play Style, and eligibility for a drawing, if any.
<i>Grand Prize Drawing</i>	An event in which qualified contestants are awarded prizes in a random manner; usually, a drawing held to award large dollar or high value prizes in Instant Games.
<i>Headquarters</i>	The MLC headquarters located at 1080 River Oaks Drive in Flowood, Mississippi.
<i>High-Tier Prize</i>	A Prize of \$600.00 or more.
<i>Instant Game</i>	As defined in the Act, any Instant Ticket lottery game offered for sale to the public in which a player scratches a coating from one or more play areas on an Instant Ticket to determine if he or she has won, as indicated by the Play Symbols and words that are revealed.
<i>Instant Ticket</i>	A lottery Ticket evidencing participation in an Instant Game.
<i>Lottery Retailer (or Retailer)</i>	As defined in the Act, any person with whom the MLC has contracted to sell lottery Tickets to the public.
<i>Lottery Terminal</i>	Any electronic device provided to the Retailer by the MLC for validating and/or issuing Tickets and producing reports.

<i>Lottery Vendor (or Vendor)</i>	A person who provides or proposes to provide goods or services to the MLC pursuant to a Procurement Contract as defined in Section 1.1.1 of the Rules and Regulations, but does not include an employee of the MLC, a Retailer, or a state agency or instrumentality thereof. Such term does not include a corporation whose shares are traded publicly and which is the parent company of the contracting party to a Procurement Contract.
<i>Low-Tier Prize</i>	A Prize of \$20.00 or less.
<i>Mega Millions</i>	A multi-jurisdictional Drawing-Style Game in which a player picks five (5) out of seventy (70) numbers plus one (1) out of twenty-five (25) numbers for a \$1.00 wager in anticipation of winning a prize. The winning numbers are drawn every Tuesday and Friday night.
<i>Mid-Tier Prize</i>	A Prize of \$20.01 - \$599.99.
<i>Minor</i>	An individual person younger than twenty-one (21) years of age.
<i>Non-Activated Pack</i>	The status of a Pack of Instant Tickets, which indicates to the MLC that Tickets have been delivered to and received by the Retailer but not yet activated for sale.
<i>NSF</i>	Failure by the Retailer to have sufficient funds in its trust account to cover the amount due the MLC at the time of its weekly sweep of the Retailer's account.
<i>Pack</i>	A package of Instant Tickets each with a different Ticket Number. The number of tickets in a pack may range up to three hundred (300). All Packs of Tickets of a specific game will have the same number of Tickets per Pack.
<i>Pack Number</i>	The unique number on the back of the Instant Ticket that designates the number of the Pack from which the Ticket originates. Each Pack Number is unique within each Instant Game.
<i>Play Slip</i>	A preformatted card used with Drawing-Style Games to provide the requisite numbers selected by a player for participation in Drawing-Style Game draws.
<i>Play Style</i>	The method of play to determine a winner for an individual lottery game.
<i>Play Symbol</i>	The printed data under the covered area on the front of an Instant Ticket that is used to determine eligibility for a Prize. The Play Symbols for individual Instant Games will be specified in individual Game Procedures.
<i>Powerball</i>	A multi-jurisdictional Drawing-Style Game in which a player picks five (5) out of sixty-nine (69) plus one (1) out of twenty-six (26) numbers for a \$2.00 wager in anticipation of winning a prize. The winning numbers are drawn every Wednesday and Saturday night.
<i>Preliminary Drawing</i>	An event in which Instant Tickets which display the appropriate Play Symbols and which are received by a specific deadline are utilized for the selection of contestants for a Grand Prize Drawing.

<i>President</i>	As defined in the Act, the President of the Mississippi Lottery Corporation, who shall also serve as the chief executive officer of the MLC.
<i>Prize</i>	An award, gift or anything of value regardless of whether there are conditions or restrictions attached to its receipt.
<i>Prize Structure</i>	The number, value, and odds of winning Prizes for an individual game, as approved by the President, or his/her designee.
<i>Proceeds</i>	The retail value of Settled Packs of Instant Game Tickets, plus the retail value of Drawing-Style Game Ticket sales, less applicable sales Commissions, less any validations of winning Tickets by the Retailer, plus service fees, plus or minus any adjustments to the Retailer account as approved by the MLC.
<i>Retailer (or Lottery Retailer)</i>	As defined in the Act, any person with whom the MLC has contracted to sell lottery Tickets to the public.
<i>Retailer Business Location</i>	Each respective location listed in the Retailer Contract from which the Retailer may sell lottery Tickets only for those specific MLC lottery games authorized for each such location by the MLC.
<i>Retailer Contract</i>	The renewable contract (unless sooner canceled or terminated) with the MLC required by the Act whereby a Retailer agrees to comply with and be bound by the Act and the Rules and Regulations, as may be amended from time to time.
<i>Retailer Reference Manual</i>	The binder provided to Retailers containing terminal operating instructions and the Rules and Regulations, as may be amended from time to time, adopted by the Board which govern the terms of the Retailer Contract.
<i>Retailer Validation Code</i>	The small letters found under the covered area over the Play Symbols on the front of certain Instant Ticket which the Lottery Retailer uses to verify and validate Low-Tier Prize winners.
<i>Rules and Regulations</i>	Collectively, all of the rules, regulations, policies, procedures, instructions and directives established or made from time to time by the MLC.
<i>Settled Pack</i>	The status of a Pack of Instant Tickets that enables the MLC to bill (or settle) the Retailer's account based upon a pre-determined formula or schedule.
<i>Settlement</i>	The moment when a Retailer becomes responsible to pay for a Pack or Packs of Instant Tickets. See Settled Pack.
<i>Share</i>	Any intangible evidence of participation in a lottery game.
<i>Sweep</i>	The weekly process whereby Proceeds are transferred by Electronic Funds Transfer from the Retailer's "In Trust for the MLC" bank account to the MLC.
<i>Ticket</i>	Any valid tangible evidence issued by the MLC to provide participation in a lottery game.

<i>Ticket Number</i>	The number on the back of an Instant Ticket that refers to the Ticket sequence within the Pack.
<i>Valid Ticket</i>	A Ticket that meets all specifications and validation requirements.
<i>Validation Number</i>	The unique data printed on a Ticket that provides for the verification of the Ticket as a valid winner.
<i>Verification Code</i>	Same as Retailer Verification Code.
<i>Video Lottery Terminal</i>	Any electronic interactive computerized game machine or device equipped with a video screen and buttons, keys, a keyboard, touchscreen or other input device allowing input by an individual player and into which the player inserts coins, tokens, currency or other representation of value (including, but not limited to, an electronic card, ticket or other thing on which value is recorded electronically) as consideration in order for play of a game to be available, and through which, as a result of the play of a game, the player may receive free games, credits redeemable for cash or a noncash Prize, or some other thing of value, whether or not received directly from the device, or nothing, determined wholly or predominantly by chance.
<i>Weekly Invoice</i>	A report available from the Lottery Terminal on Sunday mornings, providing all Settlement activity and redemption activity for the previous accounting week, and the resultant amount due to the MLC or to the Retailer.
<i>Winner Claim Form</i>	Same as Claim Form.
<i>Working Papers</i>	For each Instant Game, a detailed set of specifications designating the appearance of the Instant Tickets, the Instant Ticket delivery time requirements, and Prize Structure for the Instant Game. Upon final agreement of all specifications by both the MLC and the Vendor, the Working Papers are signed as a firm order for the lottery game to be produced according to such specifications.