

**SECOND AMENDMENT TO THE DRAWING-STYLE GAME RULES**

**The Drawing-Style Game Rules are hereby amended by inserting the following provisions as Rule 10.7:**

**Rule 10.7 -- DESCRIPTION OF THE CASH 3 GAME PROCEDURES**

- A. The MLC may operate a three-digit daily numbers Game using a set prize payout (“CASH 3”).
- B. CASH 3 is a daily three-digit Game in which the player may play fifty cents (\$0.50) or one dollar (\$1.00) (except as noted) on any one of the following Play types:
  1. Exact Order: A Play whereby a winning result is achieved only when the three-digit number specified by the player matches in exact order the official winning number drawn by the MLC for that drawing event. For example, if the winning number is “123”, then only the Plays made on “123” in that exact order will be winners.
  2. Six-Way Combination: A Play whereby a winning result is achieved when any combination of three different digits specified by the player matches the official winning number drawn by the MLC for that drawing event. This is the equivalent of six Exact Order Plays on a single Ticket at six times the \$1.00 base cost. For example, if the winning number is “123” then any combination Play made on “123” (i.e., “123”, “132”, “231”, “213”, “321”, or “312”) will be a winner of an Exact Order Play. This Play can only be purchased for one dollar (\$1.00) per combination thus this Play will cost six dollars (\$6.00).
  3. Three-Way Combination: A Play whereby a winning result is achieved when any combination of three digits (with any two of the three digits being the same) specified by the player matches the official winning number drawn by the MLC for that drawing event. This is the equivalent of three Exact Order Plays on a single Ticket at three times the \$1.00 base cost. For example, if the winning number is “711”, then any combination Play made on “711”, (i.e., “117”, “171”, or “711”) will be a winner of an Exact Order Play. This Play can only be purchased for one dollar (\$1.00) per combination, thus this Play will cost three dollars (\$3.00).
  4. Exact Order / Six-Way Any Order (on one Ticket): A Play whereby the player can place an Exact Order Play and a Six-Way Any Order Play for the

same number on a single Ticket. The player can win on both the Exact Order and Any Order Play when the three digits specified by the player match in exact order the official winning number drawn by the MLC for that drawing event. The player can win on the Any Order portion only when any other combination of the three digits selected by the player matches the winning number drawn by the MLC for that drawing event. Plays are limited to fifty cents (\$0.50) on the Exact Order portion and fifty cents (\$0.50) on the Any Order portion for a total of one dollar (\$1.00) per Ticket. For example, if the winning number is "123", then only Plays in that exact order will be winners on both portions of the Ticket. However, Any Order Plays made on "123" (i.e., "132", "231", "213", "321", or "312") will be winners in the Any Order portion only.

5. Exact Order / Three-Way Any Order (on one Ticket): A Play whereby the player can place an Exact Order and a Three-Way Any Order Play for the same number on a single Ticket. The player can win on both the Exact Order and Any Order Plays when the three digits specified by the player match in exact order with the official winning number drawn by the MLC for that drawing event. The player can win on the Any Order portion only when any other combination of the three digits (with any two of the three digits being the same) selected by the player matches the winning number drawn by the MLC for that drawing event. Plays are limited to fifty cents (\$0.50) on the Exact Order portion and fifty cents (\$0.50) on the Any Order portion for a total of one dollar (\$1.00) per Ticket. For example, if the winning number is "311", then only Plays made on "311" in that exact order will be winners on both portions of the Ticket. However, Any Order Plays made on "311" (i.e., "113" or "131") will be winners in the Any Order portion only.
6. Six-Way Any Order: A Play whereby a winning result is achieved when any combination of three (3) different digits specified by the player matches the official winning number drawn by the MLC for that drawing event. This is the equivalent of six Exact Order Plays on a single Ticket at the fifty cents (\$0.50) or one dollar (\$1.00) single-unit Ticket cost. For example, if the winning number is "123", then all Any Order Plays made on "123" (i.e., "132", "123", "231", "213", "321", or "312") will be winners.
7. Three-Way Any Order: A Play whereby a winning result is achieved when any combination of three digits (with any two of the three digits being the same) specified by the player matches the official winning number drawn by the MLC for that drawing event. This is the equivalent of three Exact Order Plays on a single Ticket at the fifty cents (\$0.50) or one dollar (\$1.00) single-unit Ticket cost. For example, if the winning number is "711", then all Any Order Plays made on "711" (i.e., "117", "171", or "711") will be winners.

8. 1-Off: A Play whereby a winning result is achieved when the three-digit number specified by the player matches in exact order the official winning number drawn by the MLC for that drawing event, or when no more than one of the digits of the three-digit number specified by the player is only one digit greater (or “up”) or only one digit less (or “down”) (“1 Up or 1 Down”) in exact order from the official winning number drawn by the MLC for that drawing event. This is the equivalent of seven Exact Order Plays for a single-unit Ticket cost. For example, if the winning number is “123”, then any 1-Off Plays made on “123” in that exact order will be 1-Off Exact Order winners, and 1-Off Plays made on combinations 1 Up or 1 Down therefrom in that exact order (i.e., “023”, “223”, “113”, “133”, “122”, or “124”) will be 1-Off 1 Up or 1 Down winners. This Play can only be purchased for one dollar (\$1.00).

C. CASH 3 Prize Structure

The Prize Structure for the CASH 3 Game shall be as follows:

PLAY TYPES	PRIZES FOR	PRIZES FOR
	<u>\$0.50 PLAY</u>	<u>\$1.00 PLAY</u>
Exact Order	\$250	\$500
Six-Way Combination	N/A	\$500
Three-Way Combination	N/A	\$500
Exact Order/Six-Way Any Order	N/A	\$290 (If Exact Order is drawn) \$ 40 (If Any Order portion only is drawn)
Exact Order/Three-Way Any Order	N/A	\$330 (If Exact Order is drawn) \$ 80 (If Any Order portion only is drawn)
Six-Way Any Order	\$40	\$ 80 (3 different digits)
Three-Way Any Order	\$80	\$160 (2 like digits)
1-Off	N/A	\$ 284 (Exact Order) \$ 36 (1 Up or 1 Down)

D. Canceled Tickets

1. A Ticket which is printed in error for the Mississippi CASH 3 Game may be canceled only on the date purchased, within fifteen (15) minutes of the purchase and prior to the drawing break. Such Tickets shall be voided only by the issuing Retailer on the Lottery Terminal that printed the Ticket and the player may request a refund or a replacement Ticket. If for any reason the Lottery Terminal that issued the Ticket is inoperable prior to the drawing break, the President may, exclusively at his/her discretion, reimburse the player the Ticket price. This shall be the player’s exclusive remedy.
2. All canceled CASH 3 Tickets shall be retained by the Retailer for daily or weekly reconciliations of CASH 3 sales and provided to the MLC as requested.

E. Time, Place Frequency and Means of Conducting Drawing

1. CASH 3 drawings may be conducted up to three (3) times daily at such times and places established by the President.
2. The MLC will conduct CASH 3 drawings using a computer equipped with a random number generator and a program specific to this Drawing-Style Game and audited by an independent accounting firm.
3. Notwithstanding the foregoing, at the discretion of the President, CASH 3 drawings may be conducted, or winning numbers obtained in accordance with the provisions of the MLC's Disaster Recovery Plan in the event of a natural or other disaster or emergency.

F. Limitation on Liability

The MLC reserves the right at any time in its sole discretion to suspend Play or limit the number of Plays on any number(s) or play type(s).

**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 10 – DRAWING-STYLE GANE RULES**

**CHAPTER [ ] – RESERVED**

<i>Act</i>	The Alyce G. Clarke Mississippi Lottery Law, Senate Bill 2001 (First Extraordinary Session 2018, codified at <i>Miss. Code Ann.</i> §§ 27-115-1 <i>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.
<b>CASH 3</b>	A daily Drawing-Style Game in which the player selects three (3) numbers from zero (0) to nine (9) and wagers \$0.50 or \$1.00 on one (1) of eight (8) possible Play types in anticipation of winning a set prize amount.
<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>Just the Jackpot</i>	An add-on game to Mega Millions whereby players may purchase two (2) Plays for \$3.00 for the chance to win only the jackpot (or grand prize) and none of the set prizes.

<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>Megaplier</i>	The chance to multiply non-jackpot winnings in a Mega Millions drawing by 2, 3, 4 or 5 times for an additional \$1.00 wager.
<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>On-Line Game</i>	See "Drawing-Style Game."
<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>Panel</i>	The requisite numbers and the associated letter which constitute a single game panel on a Play Slip for a Drawing-Style 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>Power Play</i>	The chance to multiply non-jackpot winnings in a Powerball drawing by 2, 3, 4, 5, and sometimes 10 times for an additional \$1.00 wager; provided that the Match 5 of 5 prize shall be \$2,000,000.
<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>Quick Pick</i>	The random selection of numbers by the terminal at the Retailer location, which appear on a ticket, and are played by a player in Drawing-Style Game.
<i>Redemption</i>	The process of paying a winning Ticket that has been marked as Validated in the central gaming system.
<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>Selling Bonus</i>	The bonus a retailer shall receive for selling a Drawing-Style Game Ticket winning an amount of \$1,000,000 or greater. The Selling Bonus generally shall be \$25,000 for a Powerball or Mega Millions jackpot winning Play, and \$5,000 for other winning Plays of \$1,000,000 or greater (excluding Second Chance Drawings). The selling bonus will be divided by the number of winning Plays in the event there is more than one (1) qualifying Play sold in a single drawing for a Drawing-Style Game.
<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</i>	The process of confirming a Ticket is a winning Ticket, confirming the Ticket has not been previously validated, and marking the Ticket as validated in the central gaming system.
<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.

Effective Date [ ]; Revised [ ]

<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.