

Game pool size		1,000,000					
Winning tiers	Prize	Odds (1 in)	#winners per pool	Actual odds (%)	Actual odds (1 in)	Actual Prize level (%)	Total Cost of Prizes
JACKPOT TIER	\$ 4,000,000.00	1,000,000.00	1.00	0.0001%	1,000,000	20.0%	4,000,000
TIER 2	\$ 100,000.00	200,000.00	5.00	0.0005%	200,000	2.50%	500,000
TIER 3	\$ 25,000.00	100,000.00	10.00	0.0010%	100,000	1.25%	250,000
TIER 4	\$ 10,000.00	20,000.00	50.00	0.0050%	20,000	2.50%	500,000
TIER 5	\$ 1,000.00	2,000.00	500.00	0.0500%	2,000	2.50%	500,000
TIER 6	\$ 500.00	588.24	1700.00	0.1700%	589	4.25%	850,000
TIER 7	\$ 200.00	250.00	4000.00	0.4000%	250	4.00%	800,000
TIER 9 + Bonus 5	\$ 100.00	250.00	4000.00	0.4000%	250	2.00%	400,000
TIER 8	\$ 100.00	250.00	4000.00	0.4000%	250	2.00%	400,000
TIER 9 + Bonus 3	\$ 80.00	240.04	4166.00	0.4166%	241	1.67%	333,280
Bonus 5	\$ 50.00	100.00	10000.00	1.0000%	100	2.50%	500,000
TIER 9	\$ 50.00	100.00	10000.00	1.0000%	100	2.50%	500,000
TIER 10 + Bonus 3	\$ 50.00	100.00	10000.00	1.0000%	100	2.50%	500,000
Bonus 4	\$ 40.00	80.00	12500.00	1.2500%	80	2.50%	500,000
TIER 10 + Bonus 2	\$ 40.00	80.00	12500.00	1.2500%	80	2.50%	500,000
Bonus 3	\$ 30.00	66.67	15000.00	1.5000%	67	2.25%	450,000
TIER 10 + Bonus 1	\$ 30.00	66.67	15000.00	1.5000%	67	2.25%	450,000
Bonus 2	\$ 20.00	20.00	50000.00	5.0000%	20	5.00%	1,000,000
TIER 10	\$ 20.00	12.00	83333.00	8.3333%	13	8.33%	1,666,660
Total Prize Cost							\$14,599,940.00
Payout							73%

Multi-State Progressive Jackpot *Fast Play* Product Group Rules

Adopted March 19, 2024

Revised May 20, 2025

The Multi-State Lottery Association Board of Directors has approved a Product Group to sell a Fast Play game. Each lottery selling the game is a legal entity authorized to operate a lottery in its respective jurisdiction. The revenue derived from each Product Group member remains in its respective jurisdiction to distribute in accordance with the constitutional, statutory, or regulatory requirements of that jurisdiction.

1. **DEFINITIONS.** The following definitions apply to the Rules unless the context requires a different meaning or is otherwise inconsistent with the intention of the rules adopted by the Product Group.

- a. **“Agent” or “retailer”** means a person or entity authorized by a Selling Lottery to sell lottery Plays.
- b. **“Central Gaming Systems” or “CGS”** means the online gaming system which processes, stores, and reports all gaming transactions. Terminals and retailer-provided point of sale devices such as cash registers, and player provided point of sale devices, such as smartphones are not part of the CGS.
- c. **“Core Gaming System”** means the specific Central Gaming System used for each Progressive Jackpot Fast Play game.
- d. **Reserved.**
- e. **“Finance and Operations Procedures” or “Procedures”** means the Game Administrator’s guidelines for establishing the budget(s), collecting, and transferring appropriate funds for each fast play game.
- f. **“Game ticket” or “ticket”** means acceptable evidence of a Play, which is a ticket produced by a terminal or retailer controlled selling device which meets the specifications defined in the rules of each Selling Lottery and the **PLAY VALIDATION** requirements as set forth below.
- g. **“Game Administrator”** means the Multi-State Lottery Association.
- h. **“Internal Control System”** means a system maintained by a Selling Lottery that records and reports game sales, Jackpot Prize Combination Plays, prize wins and other information as required by the Selling Lotteries or Game Administrator for fast play game(s).
- i. **“Jackpot Management System” or “JMS”** means the system communicating between each Selling Lottery’s Central Gaming System that records the game’s sales, Jackpot contributions, Jackpot wins, Jackpot reset notifications and other information as may be required by the Product Group.
- j. **“Jackpot Prize”** means the top prize dollar amount available in the game as recorded on a player’s ticket or Ticketless Transaction..
- k. **“Low Tier Prize”** means all prizes in a game except the Jackpot Prize.
- l. **“Minimum Starting Jackpot”** means the starting Jackpot Prize amount.
- m. **“Multi-State Progressive Jackpot Fast Play Game”** is a game that is offered by more than one Selling Lottery, offers a jackpot prize that grows larger with each Play sold, and resets to a Minimum Starting Jackpot amount once the Jackpot Prize has been won.
- n. **“MUSL Rule 2”** means the provisions of the MUSL Rules governing security and other standards that games administered by the Game Administrator must adhere to prior to offering sales of the fast play game(s).
- o. **RESERVED.**
- p. **“Play”** means the selections automatically generated by the Core Gaming System and that appear on a ticket or

Ticketless Transaction. Plays may be purchased online or in retail.

- q. **“Player Point of Sale Device”** means a player-managed device used to purchase a Play, such as a smartphone.
- r. **“Prize Structure”** means the table of outcomes of plays of the game, showing the quantity, percentage, and odds of each prize that that can be won.
- s. **“Product Group”** means the lotteries that have joined together to offer a product pursuant to the terms of the Product Group’s game rules. Before a Product Group member sells Plays for the Game, MUSL shall review each Product Group’s internal control system (ICS) and central gaming system (CGS) for compliance with MUSL Rule 2. A Lottery seeking admission to the Product Group shall have undergone a fully tested ICS and CGS that meet or exceed the minimum standards provided in MUSL Rule 2, and as determined by MUSL before fast play Plays are sold.
- t. **“Registered Play”** means a wager where the play is owned by a specifically identified player through a means acceptable to the Selling Lottery and which is recorded on the Selling Lottery’s Central Gaming System and Internal Control System. Ticketless Transaction Plays may be registered with the Selling Lottery in a manner that meets the requirements established by the Product Group, the Selling Lottery, and the MUSL Rules.
- u. **“Reserve Account”** means the account established by the Game Administrator used to guarantee the payment of valid but unanticipated Jackpot Prize claims that may result from a system error; deficiencies in Jackpot Prize funding, if approved by the Product Group; and for other purposes as determined by the Product Group.
- v. **“Retailer Controlled Selling Device”** means a device which is not a terminal, and which is controlled by a retailer for the purpose of issuing lottery tickets and entering, receiving, and processing lottery transactions, including making purchases, validating tickets, and transmitting reports. Examples of Retailer Controlled Selling Devices include cash registers. Retailer Controlled Selling Devices must meet all security requirements of the Selling Lottery, these Rules and the MUSL Rules. Retailer Controlled Selling Devices do not include player provided point of sale devices such as smartphones.
- w. **“Selling Lottery”** means a state lottery or lottery of a political subdivision or entity that has joined or has been admitted by majority vote of the Product Group, has met minimum internal control system standards (as determined by the Game Administrator), and is authorized to sell the game.
- x. **“Terminal”** means a device authorized by a Selling Lottery to function in an on-line, interactive mode with the lottery’s central system for the purpose of issuing lottery tickets and entering, receiving, and processing lottery transactions, including purchases, validating tickets, and transmitting reports, and that meets all security and definitional requirements of these Rules, the MUSL Rules and the Selling Lottery, and which is authorized by a Selling Lottery to function in an on line, interactive mode with the Selling Lottery’s central gaming system for the purpose of issuing lottery tickets and entering, receiving, and processing lottery transactions, including making purchases, validating tickets, and transmitting reports. The term Terminal does not include a Retailer Controlled Selling Device such as a cash register or player provided point of sale device such as a smartphone.
- y. **“Ticketless Transaction”** means any Registered Play that is not printed on paper that meets the anti-counterfeiting requirements as required by the Game Administrator. Examples of Ticketless Transactions include internet, subscription, and other types of Registered Plays. Any Play sold through a Terminal that is a Registered Play is a Ticketless Transaction even when a receipt, summation, or recognition of purchase is printed by or through the Terminal.
- z. **“Top Prize”** means the Jackpot Prize.

2. ELECTIONS, VOTING, QUORUMS, DISPUTES. A Product Group Chair and Product Group Vice-Chair shall be elected for one-year terms. The Chair and Vice-Chair shall be selected from the Product Group members. The Chair shall appoint a Nominating Committee to recommend candidates to the Product Group. Nominations may also be made by motion and properly seconded.

Official meetings of the Product Group shall be called by the Chair, or Vice Chair in the Chair’s absence, and attended by

person, virtually, or by proxy, by more than fifty percent (50%) of all Product Group members.

The Product Group shall take actions by a majority of Product Group members present, either in person, virtually, or by proxy, and casting votes. Each Product Group member has one vote.

The Product Group shall have the first opportunity to informally resolve any disputes arising among Selling Lotteries regarding the Product Group, rules, policies, or guidelines. The Selling Lottery seeking resolution of a dispute shall seek a remedy from the Product Group by filing a notice of dispute via email with the Chair, Vice Chair, and MUSL's Executive Director.

If the Product Group fails to resolve the dispute to the satisfaction of any party to the dispute within sixty (60) days after receiving notice of the dispute, the aggrieved Selling Lottery may seek any other remedy.

A lottery may request admission to the Product Group by contacting the Multi-State Lottery Association or the Product Group Chair. Members of the Product Group will vote on whether the Lottery requesting admission has met all requirements as may be determined by the Product Group.

The Fast Play Product Group shall take all actions by a majority vote of Product Group members casting votes.

3. BUDGET. Each fast play game shall have a budget determined by the Game Administrator, and as set forth in the Finance and Operations Procedures.

4. GAME DESCRIPTIONS. Multi-State Progressive Jackpot Fast Play games will be sold at Selling Lotteries. The jackpot increases with each Play sold until it is won, when it will reset to a predetermined minimum starting amount. Individual games will be determined by the Product Group. The current Jackpot Prize available at the time of purchase will be listed at the top of the player's ticket, communicated in a Ticketless Transaction or on the retailer terminal. There are no drawings for the games.

Each Multi-State progressive jackpot fast play game will be described in an Appendix to these Product Group Rules.

a. Price. Plays shall be purchased for the price as established by the Selling Lotteries, inclusive of any specific, statutorily mandated tax for the specific Selling Lottery.

b. One Play per Ticket or Registered Play. Only one Play per ticket or Registered Play is allowed for multi-state progressive jackpot fast play games.

c. No Advanced Plays. No advanced Plays for multi-state progressive jackpot fast play games are allowed.

d. Cancellations Prohibited. Plays, including Plays printed in error, shall not be voided, or cancelled.

e. Reserved.

f. Ticket Validation. No validation can be made without an actual ticket or properly Registered Play.

g. Re-printed Tickets. Re-printed Tickets cannot have a barcode and must clearly state that it is a re-printed ticket as required by the Selling Lottery's rules and regulations.

5. PRIZE STRUCTURES. The Group will adopt specific prize structures for each multi-state progressive jackpot fast play game offered.

a. Jackpot. The amount of the jackpot prize shall be the amount in the Jackpot Prize Pool as reflected on the Jackpot Management System. The Jackpot Prize Pool amount is determined by the sales contributions from all Selling Lotteries, or the starting Jackpot amount as determined by the Product Group. Prizes, including Jackpot Prize awards, are cash only.

b. Simultaneous Jackpot Prize Wins – Parimutuel Payout. A simultaneous Jackpot win occurs when two or more Jackpots are won before the Jackpot Management System has notified each of the Selling Lottery's central gaming

systems of a Jackpot Prize win and resets the Jackpot amount. In the case of simultaneous Jackpot wins, each Jackpot winning Play will be awarded a share of the Jackpot, on a parimutuel basis.

- c. Lower Tier Prizes.** Lower tier prize levels are set prizes as shown on the prize structure chart for each multi-state progressive jackpot fast play game offered, unless the Product Group approves an alternative prize structure for a Selling Lottery.
- d. Starting Jackpot.** The starting Jackpot Prize is the amount as established by the Product Group. The liability for any underfunded portion of a jackpot when the contribution to the Jackpot is less than the minimum Jackpot stated will be covered by insurance.
- e. Jackpot Funding.** Each Selling Lottery must contribute the same percentage of each sale of a game Play to the jackpot fund and to a Reserve Pool, as described in the specific game rules for that game and as approved by the Product Group. These funds will be provided to the Selling Lottery for valid claims for a Jackpot Prize.
- f. Jackpot Prize Play Combination Pools.** Each Selling Lottery must have the same number of Plays per pool. The progressive jackpot fast play game(s) will use non-depleting pools of outcomes. An individual fast play Play shall be reflected on the ticket or ticketless transaction by the Jackpot Prize Play Combination provided for that Play.

6. UNCLAIMED JACKPOT PRIZES. Each Selling Lottery will set a Jackpot Prize claim period. If the Jackpot Prize goes unclaimed, all funds collected by the Game Administrator to pay a Jackpot Prize that is unclaimed shall be returned in proportion to sales from each Selling Lottery.

7. PRIZE PAYMENTS. Prize payments are governed by these general provisions:

- a. Jackpot Prizes.** Jackpot Prizes will be rounded down to the nearest whole dollar and paid by the Selling Lottery in a cash lump sum in accordance with the payment rules of the Selling Lottery.
- b. Lower Tier Prizes.** All low tier prizes shall be paid in cash through the Selling Lottery that sold the winning Play according to the payment rules of the Selling Lottery. Low tier prize liability is solely the responsibility of the Selling Lottery.
- c. Prize Claim Period.** Prize claims shall be submitted within the period set by the Selling Lottery selling the Play. If none has been set, the claim period is 90 days from the date of purchase.
- d. Jackpot Winner Break.** The Product Group shall determine the amount of time that sales are halted following the sale of a Jackpot Prize winner in any Selling Lottery.
- e. Reconciliation Period.** After identification of a jackpot winner, and before prizes can be finalized, a reconciliation period of approximately 15 to 20 seconds will occur. In the event of a loss of connection, an extended Reconciliation Period may be necessary.
- f. Loss of Connection.** If a Selling Lottery loses connection with the JMS for more than two (2) minutes, then the Selling Lottery's sales will be halted immediately. Any sales during this period will be reported as soon as possible for reconciliation purposes. Sales will resume once a connection has been re-established. If it is determined that there is a simultaneous jackpot win during a loss of communication, the Simultaneous Jackpot Wins rule above will govern.
- g. Process for Prize Payments.** All prizes shall be paid through the Selling Lottery that sold the winning Play(s) by cash, check, warrant, or electronic transfer.

8. INELIGIBLE PLAYERS. Plays shall not be purchased, and a prize won by any Play either in whole or in part, shall not be paid to any of the following persons:

- a. A Selling Lottery employee, officer, director, board member or commissioner.
- b. Employees of a Selling Lottery's Central Gaming System vendor(s), as each Selling Lottery may designate.
- c. An employee of the Multi-State Lottery Association.
- d. Other persons as each Selling Lottery may designate.
- e. Any person residing in the same household of an individual described in subsections (a), (b), (c) and (d).
- f. Persons designated as ineligible to play a fast play game in any Selling Lottery jurisdiction shall be also ineligible to play the fast play game in all other Selling Lottery jurisdictions.

9. PLAY VALIDATION. To be a valid Play and eligible to receive a prize, a Play's ticket or properly Registered Play shall satisfy all the requirements established by a Selling Lottery for validation of winning Plays sold through its central gaming system and any other validation requirements adopted by the Selling Lotteries and the Game Administrator's security requirements. The Selling Lotteries shall not be responsible for tickets or Ticketless Transactions that are altered in any manner.

Under no circumstances will a claim be paid for any prize without an official ticket matching all game Play, serial number and other validation data residing in the Selling Lottery's central gaming system or be a properly registered Ticketless Transaction. Such ticket, or properly registered Ticketless Transaction shall be the only valid proof of the wager placed and the only valid receipt for claiming or redeeming such prize.

In addition to the above, to be deemed a valid, winning Play, unless the play is a properly registered Ticketless Transaction all the following conditions must be met:

- a. The validation data must be present in its entirety and must correspond, using the computer validation file, to the number selections printed on the ticket for the date of the Jackpot Prize Play Combination(s) and outcomes printed on the ticket.
- b. The Jackpot Prize Play Combinations and the outcomes from the Jackpot Prize Play Combination(s) must be recorded on the Selling Lottery's central gaming system prior to the tickets being printed, and the Play data and outcomes must match this computer record in every respect. In the event of a conflict between information as printed on the ticket and as accepted by the Selling Lottery's central gaming system, the wager accepted by the Selling Lottery's central gaming system shall be the valid wager.
- c. The Play numbers, validation data and the purchase date of an apparent winning Play must appear on the official file of winning Plays, and a Play with that exact data must not have been previously paid.
- d. The Play must not be misregistered, and the Play's ticket must not be defectively printed or printed or produced in error to an extent that it cannot be processed by the Selling Lottery that issued the Play.
- e. In submitting a Play for validation, the claimant agrees to abide by applicable laws, all rules and regulations, instructions, conditions, and final decisions of the Director of the Selling Lottery that issued the Play.
- f. There must not be any other breach of these Game Rules in relation to the Play that, in the opinion of the Director of the Selling Lottery that issued the Play, justifies invalidation.
- g. The Play must be submitted to the Selling Lottery that issued it.
- h. Ticketless Transactions (Registered Plays) must meet the validation requirements of the Selling Lottery that issued the play.

In all cases of doubt, the determination of the Selling Lottery shall be final and binding; however, the Selling Lottery may, at its option, replace an invalid Play with one of equivalent sales price. In the event a defective ticket is purchased or in the

event the Selling Lottery determines to adjust an error, the player's sole and exclusive remedy shall be the replacement of such defective or erroneous ticket(s) with a Play of equivalent sales price.

In the event a Play is not paid by a Selling Lottery and a dispute occurs as to whether the Play is a winning Play, the Selling Lottery may, at its option, replace the Play. Replacement of the Play shall be the sole and exclusive remedy of the player unless the laws or regulations governing the Selling Lottery provide for further administrative review.

10. PLAY RESPONSIBILITY. Prize claim procedures shall be governed by the rules of the Selling Lottery. The Game Administrator and the Selling Lotteries shall not be responsible for prizes that are not claimed following the proper procedures as determined by the Selling Lottery.

The Selling Lotteries shall not be responsible for lost or stolen tickets. The Selling Lotteries shall not be responsible to a prize claimant for Plays redeemed in error by a selling agent, sales agent, or retailer.

A Ticketless Transaction Play is only valid when registered with the lottery in accordance with lottery rules, these Rules and the MUSL Rules. The person or, if permitted by the lottery rules, the persons registering the Play shall be the owner of the Ticketless Transaction Play. A receipt for a Ticketless Transaction Play has no value and is not evidence of a Play.

11. RESERVED.

12. APPLICABLE LAW. In purchasing a Play, or attempting to claim a prize, purchasers and prize claimants agree to comply with and abide by all applicable laws, rules, regulations, procedures, and decisions of the Selling Lottery where the Play was purchased, and by directives and determinations of the director of that Selling Lottery.

A prize claimant agrees, as its sole and exclusive remedy that claims arising out of a Play can only be pursued against the Selling Lottery that issued the Play. Litigation, if any, shall only be maintained within the jurisdiction in which the Play was purchased and only against the Selling Lottery that issued the Play. No claim shall be made against any other Selling Lottery or against the Game Administrator.

The Selling Lotteries agree to place language on any Lottery Game Play Slips or other Lottery Game literature and on Selling Lotteries websites and i-gaming platforms, if reasonably possible, that all claims arising out of the Lottery Game are limited as set forth in this section and the specific rules for that multi-state progressive jackpot fast play game.

Nothing in these Rules shall be construed as a waiver of any defense or claim the Selling Lottery which issued the Play, any other Selling Lottery or the Game Administrator may have in any litigation, including in the event a player or prize claimant pursues litigation against the Selling Lottery, any other Selling Lottery or the Game Administrator, or their respective officers, directors, or employees.

All decisions made by a Selling Lottery, including the declaration of prizes and the payment thereof and the interpretation of any and all multi-state progressive jackpot fast play game shall be final and binding on all Play purchasers and on every person making a prize claim in respect thereof, but only in the jurisdiction where the Play was issued.

Unless the laws, rules, regulations, procedures, and decisions of the Lottery which issued the Play provide otherwise, no prize shall be paid upon a Play purchased, claimed or sold in violation of these Rules or the laws, rules, regulations, procedures, and decisions of that Selling Lottery; any such prize claimed but unpaid shall constitute an unclaimed prize under these Rules and the laws, rules, regulations, procedures, and decisions of that Selling Lottery.

13. ADVERTISING. No Selling Lottery may offer, or state that its jurisdiction offers better odds than another jurisdiction selling the fast play game without prior approval from the Product Group.

14. PROMOTIONS. Selling Lotteries that offer progressive jackpot fast play Plays as part of an authorized discount, promotion, or rebate shall contribute the full amount assessed for a Play sold at the uniform price to the jackpot prize pool. Promotions, discounts, and/or rebates that last more than ninety (90) days shall be approved by the Product Group.

15. EXPULSION OR SUSPENSION; REINSTATEMENT OF A SELLING LOTTERY. The Product Group can expel or suspend a Selling Lottery for cause as determined in the sole discretion of the Product Group with a vote of at least two thirds (2/3) of the Product Group members casting votes. The expelled Selling Lottery may be reinstated with a vote of at

least two-thirds (2/3) of the members casting votes. The expelled or suspended Selling Lottery is excluded from voting as set forth in this Rule.

16. GAME CLOSURE. The Product Group shall determine the process for closing the game. If the Product Group determines that the Game should close on a specific date, at a specific time, the game closure information shall be announced to the public in a timely manner, and not less than two (2) weeks prior to the game closure date and time.

Appendix A

Multi-State Progressive Jackpot Fast Play Product Group

Jackpot USA™ Game Rules

1. GAME DESCRIPTION. Game Style: Jackpot USA™ is a progressive jackpot fast play, instant win terminal game played across multiple states. Results are available through retailer monitors, advertisement displays, mobile apps, and the Selling Lotteries' websites. Players are given three numbers as printed on their ticket or visible in their Ticketless Transaction, and generated by the Core Gaming System, which are then added together by the Players. If the total of the three numbers appears on the Liberty Spin Wheel, the player will win the corresponding prize amount.

A bonus feature, called "USA Bonus" will provide additional prizes if two (2) of six (6) printed symbols match in the prize table. The link between the symbols and cash prizes will be regenerated with each new play so that the winning symbols will change. Prizes of ten dollars (\$10), twenty dollars (\$20), thirty dollars (\$30), forty dollars (\$40), and fifty dollars (\$50) can be won as standalone wins or in combination with the Liberty Spin prizes.

A player enters a store, asks, and pays for a Jackpot USA ticket, or purchases a Jackpot USA ticket from a self-service kiosk or vending machine. The player receives a printed ticket, or a QR code to scan for the Ticketless Transaction / mobile play option.

2. PLAYS. Plays will be purchased for the price of twenty dollars (\$20) including any statutorily mandated tax of a Selling Lottery, or as otherwise approved by the Product Group. Plays cannot be cancelled, and there are no refunds. All plays are assigned by the Selling Lottery's centralized gaming system at the time of purchase. No advanced plays can be purchased.

3. PRIZE STRUCTURE. All prizes are instant wins, including the Jackpot Prize. The Jackpot USA game has two recommended options; each includes a five percent (5%) contribution to the Reserve Account. The Group has adopted the following prize structures that reflect 1) an eighty percent (80%) payout with odds of winning of 1 in 4.68; and 2) a sixty-five percent (65%) payout with odds of winning of 1 in 6.2. Selling Lotteries may adopt, with Product Group approval a different prize structure.

80% PAYOUT	Prize	Odds (1 in)	#Winners per Pool	Actual Prize Level (%)
JACKPOT TIER	\$X,000,000.00	1,000,000	1	20.00%
TIER 2	\$200,000.00	125,000	8	8.00%
TIER 3	\$50,000.00	70,000	14	3.50%
TIER 4	\$10,000.00	20,000	50	2.50%
TIER 5	\$1,000.00	1,500	666	3.33%
TIER 6	\$500.00	650	1,538	3.85%
TIER 7	\$200.00	450	2,222	2.22%
TIER 9 + Bonus 5	\$100.00	300	3,333	1.67%
TIER 8	\$100.00	300	3,333	1.67%
TIER 9 + Bonus 3	\$80.00	240	4,166	1.67%
Bonus 5	\$50.00	100	10,000	2.50%
TIER 9	\$50.00	120	8,333	2.08%
TIER 10 + Bonus 3	\$50.00	120	8,333	2.08%
Bonus 4	\$40.00	150	6,666	1.33%
TIER 10 + Bonus 2	\$40.00	150	6,666	1.33%
BONUS 3	\$30.00	80	12,500	1.88%
TIER 10 + Bonus 1	\$30.00	80	12,500	1.88%
Bonus 2	\$20.00	20	50,000	5.00%
TIER 10	\$20.00	12	83,333	8.33%

65% PAYOUT	Prize	Odds (%)	# of Winners per Pool	Actual prize level (%)
JACKPOT TIER	\$X,000,000.00	1,000,000	1	20.00%
TIER 2	\$200,000.00	150,000	6	6.00%
TIER 3	\$50,000.00	75,000	13	3.25%
TIER 4	\$10,000.00	25,000	40	2.00%
TIER 5	\$1,000.00	2,500	400	2.00%
TIER 6	\$500.00	1,000	1000	2.50%
TIER 7	\$200.00	700	1428	1.43%
TIER 9 + Bonus 5	\$100.00	560	1785	0.89%
TIER 8	\$100.00	500	2,000	1.00%
TIER 9 + Bonus 3	\$80.00	400	2,500	1.00%
Bonus 5	\$50.00	200	5,000	1.25%
TIER 9	\$50.00	200	5,000	1.25%
TIER 10 + Bonus 3	\$50.00	150	6,666	1.67%
Bonus 4	\$40.00	160	6,250	1.25%
TIER 10 + Bonus 2	\$40.00	160	6,250	1.25%
BONUS 3	\$30.00	100	10,000	1.50%
TIER 10 + Bonus 1	\$30.00	100	10,000	1.50%
Bonus 2	\$20.00	20	50,000	5.00%
TIER 10	\$20.00	19	52,631	5.25%

Alternative Prize Structures. Alternative prize structures and prize payout levels can be adopted by Selling Lotteries upon approval by the Product Group. The contribution to the Jackpot Prize (twenty percent (20%) of sales) and the Reserve Account (five percent (5%) of sales) will be retained across all Selling Lotteries but the odds of winning, prize payout allocation, and the value of Lower Tier Prizes can be amended as may be required.

Jackpot Prize. The amount of the Jackpot or Top prize shall be the amount in the Jackpot Prize Pool as reflected on the Jackpot Management System. The Jackpot Prize Pool amount is determined by the sales contributions from all Selling Lotteries, or the starting Jackpot amount of one million dollars (\$1,000,000). Jackpot Prize awards are cash only.

Simultaneous Jackpot Prize Win. A simultaneous Jackpot win occurs when two or more Jackpots are won before the Jackpot Management System has notified each of the Selling Lottery's central gaming systems of a Jackpot Prize win and resets the Jackpot amount. In the case of simultaneous Jackpot wins, each Jackpot winning Play will be awarded a share of the Jackpot, on a parimutuel basis. The liability for any simultaneous Jackpot awards will be allocated among the Selling Lotteries based upon their percentage of sales from the Jackpot, or from the immediately preceding fully funded jackpot prize won if a simultaneously won Jackpot is the Starting Jackpot amount.

Lower Tier Prizes. Lower tier prize levels two (2) through ten (10) are set prizes as shown on the prize structure chart above. Selling Lotteries are solely responsible for payment of lower tier prizes won in their respective jurisdictions.

Starting Jackpot. The starting Jackpot Prize is one million dollars (\$1,000,000).

Jackpot Funding. Each Selling Lottery will contribute twenty percent (20%) of each sale of Jackpot USA Plays to the Jackpot Prize Pool, as described in the Financial and Operations Procedures. These funds will be provided as described in the Finance and Operation Procedures to the Selling Lottery for valid claims for a Jackpot Prize. Funding for Jackpot Prizes won prior to the Jackpot Prize being fully funded will be provided by Selling Lotteries.

Reserve Account. Each Selling Lottery will contribute five percent (5%) of each sale of Jackpot USA to a Reserve Account established and managed by the Game Administrator. The Reserve Account may be used to fund the purchase of insurance necessary to support the beginning Jackpot Prize. Once the Reserve Account reaches an amount, determined by the Product Group, to be adequate to support either insurance premiums or the cash value of the beginning jackpot, any balance in the Reserve Account may be: 1) retained for future beginning Jackpot insurance requirements; 2) used to fund future Jackpot Prizes at low sales levels; 3) used to fund promotional activity, including enhanced jackpots or small prizes for the game as determined by the Product Group; and / or 4) returned to Selling Lotteries as determined by the Product Group.

Jackpot Prize Play Combination Pools. Each Selling Lottery must have the same number of Jackpot Prize Play Combinations per Play sold.

Cancellations Prohibited. Plays, including Plays printed in error, shall not be voided, or cancelled.

4. PRIZE CLAIM PROCEDURES. Prize claim procedures shall be governed by the rules of the Selling Lottery. The Game Administrator and the Selling Lotteries shall not be responsible for unclaimed prizes following the proper procedures determined by the Selling Lottery. The Selling Lotteries shall not be responsible for lost or stolen tickets. The Selling Lotteries shall not be responsible to a prize claimant for Plays redeemed in error by a selling agent, sales agent, or retailer.

5. EXAMPLE OF JACKPOT USA. Below is the sample ticket that shows the playstyle of the game.

