

FAST PLAY GAME RULES

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RULE NO. 1 – DEFINITIONS

(a) “Act” means the Tri — State Lotto Compact.

(b) “Agent” or “Retailer” means the licensed Lottery agent, authorized Lottery sales agent, or licensed sales agent, who are authorized to sell player selection game plays.

(c) “Commission” means the Tri — State Lotto Commission® created and established by this act.

(d) “Director” means the administrative head in charge of day — to — day operations of any party state’s Lottery Commission.

(e) “Easy Pick” means a computer — generated random play to be used as a player’s bet.

(f) “Game Ticket” or “Ticket” means a slip of paper produced by an authorized online terminal acknowledging the recording of a legal transaction between the Lottery and the recipient for a certain date.

(g) “Party states,” “Party Lottery,” or “Lottery” means the Lotteries of the states of New Hampshire, Vermont and Maine. It may also include other states in the event of expansion of the Tri — State Lotto Compact.

(h) “Person” means an individual, partnership, association, organization, club, company, corporation, trust, estate, society, joint stock company, receiver, trustee, assignee, referee, or any other person acting in a fiduciary or representative capacity, whether appointed by a court or otherwise, and any combination of individuals. “Person” shall also mean agencies and instrumentalities of the state, counties, cities, towns and villages.

(i) “Terminal” means a device which is authorized by the Lottery to function in an online, interactive mode with the central computer system, for the purpose of issuing Lottery tickets and entering, receiving and processing Lottery transactions, including purchases, voiding purchases, validating tickets and transmitting reports.

(j) “Fast Play game” means the game(s) that appear on the printed ticket.

RULE NO. 2 – GENERAL PROVISION

(a) Fast Play is a promotional game dispensed from a retailer terminal where the player learns whether he or she has won immediately following the posting of the wager in the game management system and the printing of the ticket. This promotional game is offered in conjunction with all Tri — State Lotto Commission® games.

(b) By purchasing a Fast Play ticket, the player agrees to comply with all applicable official game rules, revisions and amendments herein.

(c) Revisions and amendments to these rules may be made at any time but must be made in writing and voted on by the Tri — State Lotto Commission®.

RULE NO. 3 – GAME CHARACTERISTICS

(a) Tickets will be sold and validated via an on — line Lottery terminal in Maine, New Hampshire and Vermont.

(b) A Fast Play ticket purchase may only accompany the purchase of a Tri — State Lotto Commission® game and up to five Fast Play selections (\$1 per selection) may occur with each transaction.

(c) A “transaction” is a single purchase of a Tri — State Lotto Commission® game.

(d) Fast Play game themes are subject to change. Instructions, prizes and odds of winning are pursuant to approved working papers on file at Lottery headquarters.

RULE NO. 4 – TICKET CHARACTERISTICS AND RESTRICTIONS

(a) Each Fast Play ticket cost \$1.

(b) A player must purchase a Tri — State game in order to purchase a Fast Play ticket. The chosen Tri — State game ticket will print first followed by the Fast Play ticket. The player will receive a minimum of two tickets per purchase, the Tri — State game plus the Fast Play ticket.

(c) Each Fast Play game ticket will print separately. One ticket per \$1 Fast Play wager.

(d) Each Fast Play ticket shall contain at least the following:

1. The Fast Play Game Name
2. The ticket price
3. The applicable validation number that corresponds to the party Lottery's computer data files

4. A terminal printed validation bar code
5. Vendor security — issued number
6. A ticket stock sequential number
7. Retailer number
8. Terminal number
9. Game Instructions
10. Fast Play game(s)

(e) If the Tri — State Lotto Commission® determines a ticket is not eligible to receive a prize, the player's sole remedy shall be to apply to the Commission for a refund of the price wagered, and whether that price is refunded lies solely within the discretion of the Commission.

(f) It shall be the sole responsibility of the player to verify the accuracy of the ticket purchase. The Commission shall not be responsible for tickets printed in error.

RULE NO. 5 – TICKET VALIDATION REQUIREMENTS

(a) To be a valid ticket and eligible to receive a prize, all the following requirements must be satisfied:

1. The ticket must have been issued by the party Lottery through a licensed agent, via a terminal, in an authorized manner. The ticket must be intact and must not be mutilated, altered, reconstructed, or tampered with in any manner
2. The ticket date must be recorded in the central computer system; even if it appears that a bet is accepted (by virtue of a printed ticket).
3. The information appearing on the ticket must correspond precisely with the party Lottery's computer record.
4. The applicable validation number must appear in its entirety, and correspond, using a computer validation file, to the winning game play or plays printed on the ticket. The ticket stock sequential number on the back of the ticket must correspond to the party Lottery's inventory records.
5. The ticket must not be defectively printed, fuzzy, produced in error, counterfeit in whole or in part, altered, unreadable, reconstructed, tampered with in any manner, stolen, blank or partially blank, misregistered, or defective.
6. All information appearing on an apparent winning ticket must correspond to the party Lottery's records of winning tickets, and another ticket with identical data shall not have been paid.
7. The ticket must be intact, fully legible, complete and not miscut, correspond to the art work on file at the party Lottery in every respect.
8. The ticket must pass all other security criteria determined by the Commission.

9. The ticket must be validated in accordance with the provisions of these rules relating to the procedures for claiming prizes and for the payment thereof.
10. An apparent winning ticket shall be void unless the ticket is printed on a paper stock roll which was in use at the time of the bet by, and validly issued to, the agent from whom the ticket was purchased.
11. In the event that a ticket fails to pass all the criteria set forth in subpart (a) of this rule, the ticket shall be deemed void and ineligible for any prize and shall not be paid. If the director determines that the ticket is not eligible to receive a prize, then the Director may, at the Director's option, replace an invalid, defective or otherwise erroneous ticket with a ticket of equivalent sales price from any current Lottery game. Replacement of the ticket shall be the bearer or claimant's sole and exclusive remedy. In the event of a dispute or other instance of doubt, the decision of the Commission shall be final and binding.

(b) The player is to determine if the ticket is a winner via the game instructions on the ticket and validation will occur through the Lottery retailer terminal.

RULE NO. 6 – WAYS TO WIN

(a) The player shall determine if the ticket is a winner by following the Fast Play instructions for that game. Instruction of how to play shall be interpreted in accordance with working papers on file with the applicable party Lottery.

(b) Lottery players may have a retailer validate the scratch winning ticket immediately.

(c) Tickets will be validated via the online Lottery terminal.

(d) Tickets shall be validated in the same state they were purchased.

(e) Tickets will display the “Prize” that can be won in each game.

(f) Fast Play tickets may have multiple plays per ticket, each with its own prize for that play.

(g) The total prize awarded will be the sum of all prizes won on that ticket when the ticket is validated.

RULE NO. 7 – SELLING FAST PLAY GAME TICKETS ON THE ONLINE LOTTERY TERMINAL

(a) All ticket sales must be made through an on — line Lottery terminal.

(b) A player can purchase up to 5 Fast Play tickets per Tri — State game purchase.

(c) All Fast Play tickets will be easy pick.

(d) Fast Play ticket(s) cannot be canceled.

RULE NO. 8 – CASHING FAST PLAY GAME TICKETS ON THE ONLINE LOTTERY TERMINAL

(a) Fast Play Game tickets can be cashed immediately after purchase.

(b) All prizes must be claimed as directed within 365 calendar days of the ticket purchase. For purposes of determining the claim period, the purchase day shall be excluded, and the last day included. In the event the last day falls on a Saturday, a Sunday, or a legal holiday, the time to claim shall be extended to close of business on the next day thereafter when Lottery offices are open for business. Any prize not claimed within the specified period shall be forfeited.

(c) A prize claim is subject to all Tri — State Lotto Commission® validation requirements. Only original tickets are eligible for validation.

(d) All prizes of \$599 or less, depending on requirements of an individual party state, may be paid directly by Lottery sales agents. The claimant shall present his/her ticket to a Lottery agent, fill out his/her name and address on the back of the ticket, and show identification as required by individual states. The agent, after verifying via online Lottery terminal that the ticket is a winning ticket and examining it for alteration, shall pay the claimant directly or to his/her authorized representative.

(e) Prizes of \$600 or more, depending on requirements of an individual party state will be paid centrally by the party Lottery office or at a location(s) authorized by the individual state's director. The ticket holder(s) shall complete and sign a claim form, and mail or submit it with the original ticket, to the state Lottery office. The agent or Lottery office shall then attempt to validate the ticket.

(f) The following shall be supplied by the claimant on the claim form:

1. Name
2. Address
3. Telephone number
4. Social Security number
5. Claimant signature and date signed

RULE NO. 9 – PLAYER RESPONSIBILITY

(a) The player bears the risk of loss and the sole responsibility to verify that the purchase requested has been received.

(b) Players understand and agree that by purchasing a ticket, they shall abide by state law and regulations of the Lottery and, if applicable, the Tri — State Lotto Commission®. Applicable regulations are available at party Lottery headquarters.

RULE NO. 10 – BEARER INSTRUMENT

(a) A Fast Play ticket is a bearer instrument. Until such time as a signature is placed upon the back portion of a ticket in the area designated therefore, a ticket shall be owned by the physical possessor thereof. When a signature is placed on the back of said ticket in the place designated therefore, the person whose signature appears in such area shall be the owner of said ticket and shall be entitled to any prize attributable thereto.

(b) The Lottery shall not be responsible for lost, damaged or stolen tickets prior to validation.

RULE NO. 11 – COLLECTION AND DISPOSITION OF REVENUE

(a) An agent is entitled to the same Commission for Tri — State Fast Play ticket sales as is paid for their on — line Tri — State Lottery ticket sales.

RULE NO. 12 – UNACCEPTED BET

(a) If for any reason the player's bet is not accepted, then the liability of the party Lottery and its agent is limited to a refund of the amount wagered.

RULE NO. 13 – SEVERABILITY OF PROVISIONS

(a) The provisions of any rules or regulations contained herein are severable. If any provision of a rule or regulation is invalid, or if any application thereof to any person or circumstance is invalid, the invalidity shall not affect other provisions or applications which can be given effect without the invalid provision or application.

RULE NO. 14 – EXECUTIVE SESSION

(a) All meetings of the Commission shall be open to the public. The Commission may go into executive session only upon a unanimous vote of its members. The authority to enter into an executive session shall be governed by the statutes of the state hosting that particular meeting of the Commission.

RULE NO. 15 – LEGAL REPRESENTATION OF THE TRI-STATE LOTTO COMPACT

(a) The Tri – State Lotto Compact shall be represented by the Attorney General of the state in which any law suit is filed against the compact or Commissioners.

RULE NO. 16 – AGENTS

(a) All agents agree to abide by these rules and regulations as well as the published or established procedures for the game(s). Agents understand and agree that their license to sell tickets can be suspended or terminated by the party Lottery if they violate these rules and regulations or the procedures for the game(s). Agents understand and agree that the party Lottery has the right to establish minimum sales levels which must be met in order for the agents to maintain their license to sell tickets.