

South Carolina Education Lottery

Official Three Times Lucky Add-A-Play Game Rules

1. General Provisions

Three Times Lucky Add-A-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 (GMS). This promotion is offered in conjunction with Pick 3, Pick 4 and Palmetto Cash 5. Therefore, sales for this promotion are only available at a lottery retail location offering those games. Claiming a prize is available at lottery retail locations that offer these games or lottery claims centers. This promotional game is scheduled to begin on August 27, 2007. SCEL reserves the right to suspend or end the promotion at any time without amending the Official Rules as provided herein.

By purchasing a Three Times Lucky Add-A-Play ticket, the player is bound by these rules, revisions or amendments to the official game rules.

The Official Three Times Lucky Add-A-Play Game Rules are comprised of: (1) Act 59 of 2001; (2) the regulations adopted by the South Education Lottery Commission (SCEL); (3) any other matters adopted by SCEL; (4) the Functional Specification Document for South Carolina Add-A-Play, or as may be updated (“game specifications”); (5) the material presented in this document and (6) any practices and procedures utilized by SCEL whether written or unwritten . The items cited herein are incorporated into the Official Game Rules by reference and are binding as if printed herein. Each numbered item cited above shall have equal weight unless there is an inconsistency between or among the documents, in which case the document listed first shall be controlling.

Amendments to these rules may be made at any time, but must be made in writing and signed by the Executive Director of the Education Lottery or his designee. The game specifications may be changed as deemed appropriate by SCEL without formal amendment to these rules or the signature of the Executive Director.

2. Three Times Lucky Add-A-Play Features

Three Times Lucky Add-A-Play characteristics:

- Tickets will be sold and validated via the on-line terminal as provided herein.
- A Three Times Lucky Add-A-Play game ticket purchase can only accompany the purchase of a Pick 3, Pick 4 or Palmetto Cash 5 game ticket and no more than five Three Times Lucky Add-A-Play selections (\$1 per selection) may occur with each transaction.
- A "transaction" is a single purchase of a Pick 3, Pick 4 or Palmetto Cash 5 game ticket.
- The ticket will **not** have a box that states the ticket is a winner. The player will be able to determine if the ticket is a winner through match identification and validation which must occur through the lottery retailer terminal or by submitting a claim to a SCEL claims center.

3. Three Times Lucky Add-A-Play Game Description

Three Times Lucky Add-A-Play will be sold on its own ticket, but is only available for purchase in combination with a Pick 3, Pick 4, Palmetto Cash 5 transaction. **Three Times Lucky Add-A-Play is not available with the purchase of a Powerball® ticket.** The following table provides the game description:

Three Times Lucky Add-A-Play	
Ticket and Game Characteristics	<p><i>About Three Times Lucky Add-A-Play:</i></p> <ul style="list-style-type: none"> • Tickets will display a standard tic-tac-toe grid. One beneath the other up to five plays. • Symbols include the following: <p style="text-align: center; font-size: 2em; font-weight: bold;">X O</p> <ul style="list-style-type: none"> • Players who get three X's or three O's in any vertical, horizontal or diagonal line will win the associated dollar amount that is determined by the position of the winning row of symbols in relation to the tic-tac-toe grid. • The Pick 3, Pick 4, or Palmetto Cash 5 game will print first on a single ticket as determined by the player. Up to five separate plays of Three Times Lucky Add-A-Play will print on the second, separate ticket immediately following the purchase of the Pick 3, Pick 4 or Palmetto Cash 5 ticket. Both tickets will have their own barcode. • A player may select up to five Three Times Lucky Add-A-Plays. The terminal will prompt the retailer to ask how many Three Times Lucky Add-A-Plays the player wants to purchase.
Cancellation	While on-line tickets may be cancelled as provided in those game rules, a Three Times Lucky Add-A-Play ticket may NOT be cancelled.
Ways to Win	Win instantly by getting three X's or three O's in any vertical, horizontal or diagonal line. Note: All plays selected randomly.
Winning Amounts	Maximum prize level of \$500 and a minimum prize level of \$2. Player can have multiple wins on the same ticket.
Ticket Price	Ticket price is \$1 per play.
Play slip	No play slip is required.
Quick Pick	Not applicable.
Advance Draw	Not applicable.

4. Probability of Winning

The following table sets forth the probability of winning on a single Three Times Lucky Add-A-Play ticket.

Prize	Odds
\$2	1:10
\$3	1:20
\$6	1:37.50
\$33	1:300
\$66	1:2400
\$100	1:14,117.65
\$333	1:17,142.86
\$500	1:17,142.86

Overall odds of winning a prize – 1:5.54. Odds of not winning a prize – 1:1.22.

Prizes as a percent of revenue – 70.32%.

5. Player Responsibility

The player bears the risk of loss and the sole responsibility to verify that the purchase requested has been received. Players should check the time stamp on the Three Times Lucky Add-A-Play ticket to confirm that the time of purchase corresponds to the time of the Pick 3, Pick 4 or Palmetto Cash 5 purchase. The time of purchase is printed in military time in the upper right-hand corner of a ticket. A player may also confirm his or her purchase by comparing the preprinted 9-digit serial number **on the back** of the Pick 3, Pick 4 or Palmetto Cash 5 purchase and the preprinted serial number **on the back** of the Three Times Lucky Add-A-Play ticket, as the numbers should be in sequence with the last game ticket printed (see Paragraph 9).

6. Bearer Instrument

A Three Times Lucky Add-A-Play ticket is a bearer instrument and, as such, the player should treat the ticket as cash. SCEL is not responsible for lost or stolen tickets. Players should fill in the information in the space provided on the reverse side of the ticket and sign the ticket. The individual presenting the ticket for validation is presumed to be the owner of the ticket and SCEL assumes no liability for claims made by third parties.

7. Claiming Three Times Lucky Add-A-Play Prizes

A. A winning Three Times Lucky Add-A-Play ticket may be claimed in the same manner as Pick 3, Pick 4 or Palmetto Cash 5 tickets. If the ticket is a winner, the terminal prints a receipt that displays the amount. A claim is subject to all SCEL validation requirements and a claim must be presented within 180 days from the date of purchase. Only original tickets are eligible for validation.

B. Prizes for multiple plays on the same Three Times Lucky Add-A-Play ticket may not be divided and shall be considered one claim.

C. If the value of the total prize for a Three Times Lucky Add-A-Play ticket exceeds \$500, the ticket and a claim form must be presented to a SCEL claims office, either in person or via the mail. Risk of loss for mail-in claims remains with the player.

8. Three Times Lucky Add-A-Play Ticket Face

The following are samples of a non-winning and a winning Three Times Lucky Add-A-Play tickets:



Term:202066
24240000005248-2
0000

423779
20070821 14:06

Date & Time stamp



(A)	\$500.00	\$3.00	\$6.00	\$66.00	\$333.00
	↓	↓	↓	↓	↓
\$2.00 →	X	0	X		
\$33.00 →	0	0	X		
\$100.00 →	X	X	0		
(B)	\$500.00	\$3.00	\$6.00	\$66.00	\$333.00
	↓	↓	↓	↓	↓
\$2.00 →	0	0	0		
\$33.00 →	0	X	X		
\$100.00 →	X	X	0		

SAMPLE NON-WINNING

SAMPLE WINNING

Represents the amount won

WIN INSTANTLY
BY GETTING THREE X'S OR THREE O'S IN ANY VERTICAL,
HORIZONTAL OR DIAGONAL LINE. WIN THE PRIZE INDICATED.



9. Ticket Back

A player may confirm his or her purchase by comparing the preprinted 9-digit serial number on the back of the Pick 3, Pick 4 or Palmetto Cash 5 purchase and the preprinted serial number **on the back** of the Three Times Lucky Add-A-Play ticket. The numbers should be in sequence. Please note the illustration below:

Online Game Ticket Back
(i. e. Palmetto Cash 5, Pick 3 or Pick 4)

Three Times Lucky Add-A-Play Ticket Back

SOUTH CAROLINA EDUCATION LOTTERY P.O. BOX 11039 COLUMBIA, S.C. 29211-1039
*Obtain a Prize Claim Form from any Lottery Retailer or Education Lottery Claims Office.
VISIT OUR WEBSITE AT WWW.SCEDUCATION.LOTTERY.COM OR CALL 1-800-736-9819 FOR QUESTIONS, ODDS OR WINNING NUMBERS.
Tim Madden, Chairman
Ernie Passalunghi, Executive Director

SIGNATURE: _____
NAME: (PRINT) _____
ADDRESS: _____
CITY: _____ STATE: _____ ZIP: _____
PHONE: () _____ SCFL IS NOT RESPONSIBLE FOR LOST OR STOLEN TICKETS.

BEARER INSTRUMENT - PLEASE SIGN TICKET IMMEDIATELY AFTER PURCHASE. It is the player's responsibility to check this ticket at the time of purchase to make sure it represents the numbers the player wanted to play and the wager the player wanted to make. The purchasing of any lottery ticket is done at the player's own risk through a lottery retailer who is acting at the request of the player making the purchase. This ticket is valid only for the drawing date(s) printed on the front of this ticket. Winner must claim prize within 180 days of drawing. All tickets, transactions, winners, and payouts are subject to Lottery Rules, Regulations, and State Law. If you or someone you know has a gambling problem, please call toll free 1-877-452-5155.

PE PROCEEDS SUPPORT EDUCATION PLEASE PLAY RESPONSIBLY

SOUTH CAROLINA EDUCATION LOTTERY P.O. BOX 11039 COLUMBIA, S.C. 29211-1039
*Obtain a Prize Claim Form from any Lottery Retailer or Education Lottery Claims Office.
VISIT OUR WEBSITE AT WWW.SCEDUCATION.LOTTERY.COM OR CALL 1-800-736-9819 FOR QUESTIONS, ODDS OR WINNING NUMBERS.
Tim Madden, Chairman
Ernie Passalunghi, Executive Director

SIGNATURE: _____
NAME: (PRINT) _____
ADDRESS: _____
CITY: _____ STATE: _____ ZIP: _____
PHONE: () _____ SCFL IS NOT RESPONSIBLE FOR LOST OR STOLEN TICKETS.

BEARER INSTRUMENT - PLEASE SIGN TICKET IMMEDIATELY AFTER PURCHASE. It is the player's responsibility to check this ticket at the time of purchase to make sure it represents the numbers the player wanted to play and the wager the player wanted to make. The purchasing of any lottery ticket is done at the player's own risk through a lottery retailer who is acting at the request of the player making the purchase. This ticket is valid only for the drawing date(s) printed on the front of this ticket. Winner must claim prize within 180 days of drawing. All tickets, transactions, winners, and payouts are subject to Lottery Rules, Regulations, and State Law. If you or someone you know has a gambling problem, please call toll free 1-877-452-5155.

PE PROCEEDS SUPPORT EDUCATION PLEASE PLAY RESPONSIBLY

A

233784816

233784817

B

When a player plays Lucky Bucks Add-A-Play, he or she should receive two tickets. The first ticket (shown above on the left) is the online game ticket (i.e. Pick 3, Pick 4 or Palmetto Cash 5). The very next ticket to print will be the Lucky Bucks Add-A-Play game ticket (shown above on the right). **NOTE THAT THE 9-DIGIT SERIAL NUMBERS IN A AND B ARE IN SEQUENCE.**

The 9-digit serial number is preprinted on the ticket stock (paper). Thus, depending upon where the individual tickets are cut from the online terminal, more than one number may appear, but at least one number should appear on the back of each ticket. (See A & B above) If the Pick 3, Pick 4 or Palmetto Cash 5 transaction involves more than one ticket, the 9-digit number on the back of the Add-A-Play ticket will follow the last ticket issued prior to the Lucky Bucks Add-A-Play wager. Also, if new paper is loaded into the online terminal between the issuance of the Pick 3, pick 4 or Palmetto Cash 5 game, but prior to the printing of the Lucky Bucks Add-A-Play ticket, the 9-digit numbers will not be sequential. These numbers have no bearing on the playing of Lucky Bucks Add-A-Play or the Pick 3, Pick 4 or Palmetto Cash 5 games; these numbers merely assist the player to ensure that he or she has received the Lucky Bucks Add-A-Play ticket that accompanies the purchase of the respective Pick 3, Pick 4 or Palmetto Cash 5 ticket.

10. As authorized by the Commission, the Executive Director may, from time to time, implement, as he deems appropriate, a sales incentive program for licensed lottery retailers.
11. SCEL's total liability, for any activity relating to or taken pursuant to these rules, shall be limited to the purchase price of the ticket. Matters related to the player's failure to confirm the purchase as discussed in Paragraph 5, are deemed not to be a cause for grievance relating to this game. Under any circumstances, regardless of the number of tickets purchased, SCEL's total liability shall not be more than \$100.00 to a person who is found to be aggrieved by any aspect of this game or any application or any interpretations of the Official Rules.
12. Any person claiming to be aggrieved must file a written notice with the SCEL Executive Director, P.O. Box 11949, Columbia, SC 29211-1949, specifying the grounds for the grievance. Any grievance filed more than thirty (30) days after the purchase of a ticket will be deemed untimely.
13. In the event of any circumstances or interpretations of any matter whether contemplated or not contemplated in these rules, the interpretation and decision of SCEL's Executive Director, or his designee, will be final as provided by law.

Approved:

/s/ Ernie Passailaigue
Ernie Passailaigue, Executive Director

August 23, 2007
Date