

# South Carolina Education Lottery

## Official Carolina Cash Add-A-Play Game Rules



### 1. General Provisions

Carolina Cash Add-A-Play is a promotional game dispensed from a retailer terminal immediately following the posting of the wager in the online game management system and requires player sight validation so that the player instantly knows whether he or she has won. This promotion is offered in conjunction with the purchase of Pick 3, Pick 4 and Palmetto Cash 5 on-line lottery games. Prize redemption is available at lottery retail locations or lottery claim centers. This promotional game will begin on or around Thursday, May 7, 2009. The South Carolina Education Lottery (SCEL) reserves the right to suspend or end the promotion at any time without amending the Official Rules.

**By purchasing a Carolina Cash Add-A-Play ticket, the player agrees to comply with all applicable revisions of the official game rules including revisions or amendments.**

**The Official Carolina Cash Add-A-Play Game Rules are comprised of: (1) Act 59 of 2001, as amended; (2) the regulations adopted by the South Carolina Lottery Commission; (3) any other matters adopted by SCEL; (4) the Functional Specification Document for South Carolina, Carolina Cash 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 below. 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 SCEL Executive Director 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. Carolina Cash Add-A-Play Features

Carolina Cash Add-A-Play characteristics:

- Tickets will be sold and validated via the on-line terminal.
- A Carolina Cash Add-A-Play game ticket purchase will only accompany the purchase of a Pick 3, Pick 4 or Palmetto Cash 5 game ticket and up to five (5) Carolina Cash Add-A-Play selections (\$1.00 per selection) may occur with each purchase of a Pick 3, Pick 4, or Palmetto Cash 5 ticket.
- A "transaction" is a single purchase of a Pick 3, Pick 4 or Palmetto Cash 5 game ticket.
- A "Play" is one (1) single Add-A-Play selection.

- The ticket will **not** have a box that states the ticket is a winner. The player must sight validate or determine if the ticket is a winner through match identification, and validation will occur through the lottery retailer terminal or by submitting a claim to a SCEL claim center.

### 3. Carolina Cash Add-A-Play Game Description

Carolina Cash Add-A-Play will be sold on its own ticket, but is available for purchase only in combination with a Pick 3, Pick 4, and Palmetto Cash 5 transaction. **Carolina Cash Add-A-Play is not available as a stand-alone game. Carolina Cash Add-A-Play is not available with the purchase of a Powerball or a Mega Match 6 ticket.** The following table provides the game description:

<b>Carolina Cash Add-A-Play</b>	
Ticket and Game Characteristics	<p><i>About Carolina Cash Add-A-Play:</i></p> <ul style="list-style-type: none"> <li>• The Carolina Cash Add-A-Play logo will appear at the top of the ticket.</li> <li>• The following instructions will be below the title logo: “Match any one of Your Symbols to the Winning Symbol for that Play, win prize shown for that symbol. You could win up to four times per Play.”</li> <li>• There will be five (5) symbols on each row or Play purchased. One (1) Winning Symbol and four (4) Your Symbols separated by a vertical line.</li> <li>• A player may purchase up to five (5) plays. On tickets with more than one (1) play, each play will be separated by a horizontal line.</li> <li>• Each play will be labeled: “Play A., Play B., Play C.; Play D; and Play E.” based upon the number of plays purchased.</li> <li>• The fourteen (14) symbols which may appear on a ticket may include the following:</li> </ul> <div style="text-align: center;"> <p>State Palmetto Sweet Tea Pie Boiled Peanut Sunglasses Peach SC Shrimp Mountains Beach Ball Sun Lighthouse Gator</p> </div> <ul style="list-style-type: none"> <li>• Players who match one or more winning “Carolina Cash Symbols” per play area (see Section 8) will win the associated dollar amount printed below the matching symbol(s).</li> <li>• The Pick 3, Pick 4, or Palmetto Cash 5 game will print first on a single ticket. Up to five (5) separate plays of Carolina Cash 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. Each Carolina Cash Add-A-Play ticket, consisting of between one (1) and five (5) plays - depending upon the number requested by the player, will have its own barcode.</li> <li>• The terminal will prompt the retailer to ask how many Carolina Cash Add-A-Plays the player wants to purchase.</li> </ul>
Cancellation	While on-line tickets may be cancelled as provided in those game rules, a <b>Carolina Cash Add-A-Play ticket may not be cancelled.</b>
Ways to Win	Win instantly by matching one (1) or more of the four (4) “Carolina Cash” Your Symbols to the Winning Symbol in a given Play Area. <b>Note:</b> All plays selected randomly.
Winning Amounts	Maximum prize level of one hundred (\$100.00) dollars and a minimum prize level of two (\$2.00) dollars per play. Player can have multiple wins on the same ticket.
Play slip	Not applicable.
Quick Pick	Not applicable.
Advance Draw	Not applicable.

### 4. Probability of Winning

The following table sets forth the probability of winning on a single Candy Cane Cash Add-A-Play ticket.

<u>Prize</u>	<u>Odds</u>
\$2	1 in 6
\$5	1 in 33.33
\$7	1 in 150
\$10	1 in 300
\$20	1 in 600
\$50	1 in 1,200
\$100	1 in 2,400

**Overall odds** of winning a prize are **1 in 4.77**. Odds of not winning a prize are 1 in 1.27.

Prizes as a percent of revenue are 68.00%.

## **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 Carolina Cash 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 lower 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 Carolina Cash Add-A-Play ticket, as the numbers should be in sequence with the last game ticket printed (see Section 9).

## **6. Bearer Instrument**

A Carolina Cash 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 Carolina Cash Add-A-Play Prizes**

A. A winning Carolina Cash 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 Carolina Cash Add-A-Play ticket may not be divided and shall be considered one claim.

C. A winning ticket may be presented to a SCEL retailer or SCEL claims office, either in person or via the mail. Risk of loss for mail-in claims remains with the player.

## **8. Carolina Cash Add-A-Play Ticket Face**

The following page (Page 4 of 7) is a sample of winning and non-winning plays on the face of a sample Carolina Cash Add-A-Play ticket:

# CAROLINA CASH

Add-A-Play\*

00000 00048 00000 00400 21098 52836 04956

Match any one of Your Symbols to the Winning Symbol for that Play, win prize shown for that symbol. You could win up to four times per play.

Winning Symbol Play A.	Your Symbols			
Sun Glasses	Sweet Tea \$10	Light House \$50	Shrimp \$7	Palmetto \$100

Play B.				
Mountains	Shrimp \$7	Peach \$20	Light House \$100	Pie \$50

Play C.				
State	Boiled Peanut \$50	Mountains \$10	State \$2	Shrimp \$100

Play D.				
Gator	Light House \$5	SC \$7	Sun \$10	Sweet Tea \$100

Play E.				
Sun \$50	Peach \$5	Sun Glasses \$20	Sweet Tea \$7	Mountains

\$5.00 -- 5 Plays

PLEASE SIGN REVERSE SIDE OF THIS TICKET IMMEDIATELY AFTER PURCHASE.

Fri. May 08, 2009 15:56:02

202066-20206601 0025 TR:00044868

C39F1689F31E21F20FB74514C72A02CCCD1282F6

00000 00048 00000 00400 21098 52836 04956



Separates **Play A** from **Play B**

**Play B.**  
Non-winning Sample

**Play C.**  
Winning sample  
State Symbol Match

**Play D.**  
Non-winning sample

**Play E.**  
Non-winning sample

Time/date stamp

## 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 Carolina Cash Add-A-Play ticket. The numbers should be in sequence. Please note the illustration below:

The image displays three identical copies of the back of a South Carolina Education Lottery (SCEL) ticket. Each ticket features a 9-digit serial number circled in black. The serial numbers are 001008592 (labeled A), 001008593 (labeled B), and 001008594 (labeled C). Arrows point from the labels to the serial numbers. The ticket text includes the SCEL logo, Chairman Tim Madden, Executive Director Ernie Passalunghi, and the claim center address: SCEL, P.O. BOX 11039, COLUMBIA, S.C. 29211-1039. It also contains instructions for claiming prizes and a warning to play responsibly.

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

**Carolina Cash Add-A-Play Ticket  
Back**

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

When a player plays Carolina Cash Add-A-Play, he or she should receive two tickets. As shown on Page 5 of 7, the first ticket as shown above is the online game ticket (i.e. Pick 3, Pick 4 or Palmetto Cash 5) the player purchases. The very next ticket to print will be the Carolina Cash Add-A-Play game ticket also shown above. **NOTE THAT THE 9-DIGIT SERIAL NUMBERS IN “A,” “B,” AND “C” ARE IN SEQUENCE.**

The 9-digit serial number is preprinted on the ticket stock (paper). Depending upon where the individual tickets are cut from the online terminal, more than one number may appear (See “A” & “B” above), but at least one number should appear on the back of each ticket. 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 Carolina Cash Add-A-Play wager. However, if new paper is loaded into the online terminal after the issuance of the Pick 3, Pick 4 or Palmetto Cash 5 game, but prior to the printing of the Carolina Cash Add-A-Play ticket, the 9-digit numbers will not be sequential. These numbers have no bearing on the playing of Carolina Cash 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 Carolina Cash Add-A-Play ticket that accompanies the purchase of his or her respective Pick 3, Pick 4 or Palmetto Cash 5 ticket purchase.

10. As authorized by the Board of Commissioners, the Executive Director may, from time to time, implement, as he deems appropriate, a sales incentive program for licensed SCEL 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:

/Ernie Passailaigue  
Ernie Passailaigue, Executive Director

May 6, 2009  
Date

# Prize Structure

SOUTH CAROLINA EDUCATION LOTTERY  
"CAROLINA CASH ADD-A-PLAY" (INSTANT GAME NO. xxx)

PRIZE STRUCTURE  
6,000,000 \$1 TICKETS \$6,000,000 \$ 4,080,000 PRIZE FUND - 68.00%  
JANUARY 28, 2009 - VERSION A

PRIZE LEVEL	WIN BY	WIN	ODDS OF 1 IN:	WINNERS IN 300 (PER BOOK*)	WINNERS IN 240,000 (PER POOL)	WINNERS IN 25 POOLS	PRIZE COST	PERCENT OF PRIZE FUND	PERCENT OF PRIZE TIER LEVEL
1	\$2	\$2	6.00	50.00	40,000	1,000,000	\$ 2,000,000	49.02%	
2	\$5	\$5	33.33	9.00	7,200	180,000	\$ 900,000	22.06%	
3	\$7	\$7	300.00	1.00	800	20,000	\$ 140,000	3.43%	
4	\$2 + \$5	\$7	300.00	1.00	800	20,000	\$ 140,000	3.43%	
5	\$10	\$10	600.00	0.50	400	10,000	\$ 100,000	2.45%	
6	\$5 + \$5	\$10	600.00	0.50	400	10,000	\$ 100,000	2.45%	82.84%
7	\$20	\$20	1,200.00	-	200	5,000	\$ 100,000	2.45%	
8	\$5 x 4	\$20	1,200.00	-	200	5,000	\$ 100,000	2.45%	
9	\$50	\$50	2,400.00	-	100	2,500	\$ 125,000	3.06%	
10	\$20 + \$10 x 3	\$50	2,400.00	-	100	2,500	\$ 125,000	3.06%	
11	\$100	\$100	2,400.00	-	100	2,500	\$ 250,000	6.13%	17.16%
TOTAL			4.77	62.00	50,300	1,257,500	\$ 4,080,000	100.00%	100.00%

Consolidated odds are 1 in:  
\$7 = 150.00  
\$10 = 300.00  
\$20 = 600.00  
\$50 = 1,200.00

\* A mini-pool will be used in each book of 300 tickets. Mini-Pools A, B, C, and D will each be utilized in approximately 1/4 of the books.

WIN BY	WIN	A	B	C	D
\$2	\$2	45 = \$90	50 = \$100	51 = \$102	54 = \$108
\$5	\$5	11 = \$55	9 = \$45	10 = \$50	6 = \$30
\$7	\$7	0 = \$0	1 = \$7	1 = \$7	2 = \$14
\$2 + \$5	\$7	2 = \$14	1 = \$7	0 = \$0	1 = \$7
\$10	\$10	1 = \$10	0 = \$0	0 = \$0	1 = \$10
\$5 + \$5	\$10	0 = \$0	1 = \$10	1 = \$10	0 = \$0
		59 \$169	62 \$169	63 \$169	64 \$169