

Commissioners:

J. Winston Krause,
Chairman

Carmen Arrieta-Candelaria

Doug Lowe

Robert Rivera



TEXAS LOTTERY COMMISSION

Gary Grief, *Executive Director*

Michael P. Farrell, *Charitable Bingo Operations Director*

To: J. Winston Krause, Chairman
Carmen Arrieta-Candelaria, Commissioner
Doug Lowe, Commissioner
Robert Rivera, Commissioner

From: Deanne Rienstra, Special Counsel *DR*

Date: August 9, 2018

Re: Consideration of and possible discussion and/or action, including proposal, on amendments to 16 TAC §§401.307 ("Pick 3" Draw Game Rule) and 401.316 ("Daily 4" Draw Game Rule)

Approved

Denied

Attached for your consideration is Commission staff's proposal for amendments to 16 TAC §§401.307 ("Pick 3" Draw Game Rule) and 401.316 ("Daily 4" Draw Game Rule). The purpose of the proposed amendments is to end the current Sum It Up add-on feature and replace it with a new add-on feature called FIREBALL (to be referred to as Pick 3 *plus* FIREBALL® and Daily 4 *plus* FIREBALL®). A player who purchases either the Pick 3 *plus* FIREBALL or the Daily 4 *plus* FIREBALL feature will get to use an extra number, randomly drawn after each of the Pick 3 and Daily 4 base game drawings, to create more winning combinations and increase the player's chances of winning a prize. The staff anticipates the changes to the Pick 3 and Daily 4 games to be implemented in March 2019.

In addition to the proposed changes to the text as published, the Commission will inform the public it also is considering the potential need for a liability limit requiring a pari-mutuel payout of the FIREBALL prizes in both games in the event of an unforeseen large number of plays winning more than one FIREBALL prize. If the staff determines a liability limit is necessary, the proposed adopted rule language will reflect this change and may also reflect adjustments to the odds of winning a prize as currently stated in the rule prize charts.

The Commission will hold a public hearing to receive comments on this proposal at 10:00 AM on September 12, 2018, at 611 E. 6th Street, Austin, Texas 78701.

Recommendation: Staff recommends the Commission initiate the rulemaking process by publishing the attached proposal in the *Texas Register* to receive public comment for a period of 30 days.

1 The Texas Lottery Commission (Commission) proposes amendments to 16 TAC §401.307
2 ("Pick 3" Draw Game Rule) and 16 TAC §401.316 ("Daily 4" Draw Game Rule). The purpose of the
3 proposed amendments is to end the current Sum It Up add-on feature and replace it with a new add-on
4 feature called FIREBALL (to be referred to as Pick 3 *plus* FIREBALL® and Daily 4 *plus* FIREBALL®).
5 A player who purchases either the Pick 3 *plus* FIREBALL or the Daily 4 *plus* FIREBALL feature will
6 get to use an extra number, randomly drawn after each of the Pick 3 and Daily 4 base game drawings,
7 to create more winning combinations and increase the player's chances of winning a prize. The
8 Commission anticipates the changes to the Pick 3 and Daily 4 games to be implemented in March 2019;
9 however, a specific implementation date for the FIREBALL feature has not been established at this
10 time. In addition to the proposed changes to the text as published, the Commission wishes to inform
11 the public it also is considering the potential need for a liability limit requiring a pari-mutuel payout of
12 the FIREBALL prizes in both games in the event of an unforeseen large number of plays winning more
13 than one FIREBALL prize. Accordingly, the Commission also welcomes comment on this issue. If the
14 Commission determines a liability limit is necessary, the adopted rule language will reflect this change
15 and may also reflect adjustments to the odds of winning a prize as currently stated in the rule prize
16 charts.

17 If the proposed amendments are adopted, the Commission will submit the adopted rulemaking
18 document to the Texas Register within the time allowed by the Texas Register rules, and the submission
19 will identify the effective date of the amendments to coincide with the implementation date of the
20 FIREBALL feature. When the implementation date is established, the Commission will also
21 communicate the implementation date to the public on the Commission's web site and mobile app.

22 Kathy Pyka, Controller, has determined that for the first five years the amendments will be in
23 effect, there will be an \$8.3 million total increase in revenue for state government as a result of the

1 proposed amendments. The fiscal impact for each year of the first five years the rule is in effect is as
2 follows: Fiscal Year ("FY") 2019, \$756K; FY 2020, \$1.84M; FY 2021, \$1.87M; FY 2022, \$1.89M;
3 FY 2023, \$1.92M. There will be no adverse effect on small businesses or rural communities, micro
4 businesses, or local or state employment. There will be no additional economic cost to persons required
5 to comply with the amendments, as proposed. Furthermore, an Economic Impact Statement and
6 Regulatory Flexibility Analysis is not required because the proposed amendments will not have an
7 adverse economic effect on small businesses or rural communities as defined in Texas Government
8 Code §2006.001(1-a) and (2).

9 Ryan Mindell, Lottery Operations Director, has determined that for each year of the first five
10 years the proposed amendments will be in effect, the public benefit expected is increased sales due to
11 additional player interest in the new FIREBALL feature. Draw games such as Pick 3 and Daily 4
12 benefit from the increased attention and additional gameplay that add-on features provide. The
13 FIREBALL feature will keep both games fresh and interesting for players. The increased sales from
14 player interest will lead to additional revenue for the Foundation School Fund (as projected above) as
15 well as increased commissions for retailers.

16 Pursuant to Texas Government Code §2001.0221, the Commission provides the following
17 Government Growth Impact Statement for the proposed amendments to 16 TAC §401.307 ("Pick 3"
18 Draw Game Rule) and §401.316 ("Daily 4" Draw Game Rule). For each year of the first five years the
19 proposed amendments will be in effect, Kathy Pyka, Controller, has determined the following:

20 (1) The proposed amendments do not create or eliminate a government program.

21 (2) Implementation of the proposed amendments does not require the creation of new employee
22 positions or the elimination of existing employee positions.

1 (3) Implementation of the proposed amendments does not require an increase or decrease in
2 future legislative appropriations to the Commission.

3 (4) The proposed amendments do not require an increase or decrease in fees paid to the
4 Commission.

5 (5) The proposed amendments do not create a new regulation.

6 (6) The proposal amends, but does not expand or limit, existing regulations for lottery draw
7 games.

8 (7) The proposed amendments do not increase or decrease the number of individuals subject to
9 the rule's applicability.

10 (8) The proposed amendments will positively affect and not adversely affect this state's
11 economy.

12 The Commission requests comments on the proposed amendments rule from any interested
13 person. Comments on the proposed amendments may be submitted to Deanne Rienstra, Special
14 Counsel, by mail at Texas Lottery Commission, P.O. Box 16630, Austin, Texas 78761-6630; by
15 facsimile at (512) 344-5189; or by email at *legal.input@lottery.state.tx.us*. Comments must be received
16 within 30 days after publication of this proposal in the Texas Register in order to be considered. The
17 Commission also will hold a public hearing to receive comments on this proposal at 10:00 AM on
18 September 12, 2018, at 611 E. 6th Street, Austin, Texas 78701.

19 The amendments are proposed under Texas Government Code, §466.015, which authorizes the
20 Commission to adopt rules governing the operation of the lottery and Texas Government Code
21 §467.102, which authorizes the Commission to adopt rules for the enforcement and administration of
22 the laws under the Commission's jurisdiction.

23 The proposed amendments implement changes to Chapter 466.

§401.307. "Pick 3" Draw Game Rule.

(a) Pick 3. The executive director is authorized to conduct a game known as "Pick 3." The executive director may issue further directives and procedures for the conduct of Pick 3 that are consistent with this rule. In the case of conflict, this rule takes precedence over §401.304 of this title (relating to Draw Game Rules (General)).

(b) Definitions. In addition to the definitions provided in §401.301 of this title (relating to General Definitions), and unless the context in this rule otherwise requires, the following definitions apply.

(1) Pick 3 Play--A play other than a Pick 3 *plus* FIREBALL[®] Sum It Up play consists of:

(A) the selection of a play type;

(B) the selection of a Pick 3 base-play amount of \$.50, \$1, \$2, \$3, \$4 or \$5;

(C) the selection of a draw date and time;

(D) the selection of numbers in accordance with subsection (e) of this section; and

(E) the purchase of a ticket evidencing those selections.

(2) Pick 3 *plus* FIREBALL Play – A Pick 3 *plus* FIREBALL play refers to a play purchased as part of the Pick 3 *plus* FIREBALL add-on feature fully described in subsection (j) of this section. A Pick 3 FIREBALL number is the additional number drawn from zero to nine (0 to 9) that is used to replace any one (1) of the three (3) Pick 3 winning numbers to make FIREBALL prize winning combinations. The Pick 3 *plus* FIREBALL option cannot be purchased independently of a Pick 3 play.

~~Sum It Up Play~~—A ~~Sum It Up~~ play consists of:

~~(A) the selection of the Sum It Up play type in connection with an exact order play, an any-order play, an exact order/any order play, or a combo play;~~

~~(B) the selection of a Sum It Up base play amount of \$.50, \$1, \$2, \$3, \$4 or \$5; and~~

~~(C) the purchase of a ticket evidencing those selections.~~

(3) Playboard--A panel on a Pick 3 playslip containing three fields of numbers for use in selecting numbers for a Pick 3 play, with each field of numbers containing the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9.

(4) Playslip--An optically readable card issued by the commission for use in making selections for one or more Pick 3 plays and the option to select the Pick 3 *plus* FIREBALL feature.

(c) Play types.

(1) Pick 3 may include the following play types: exact order, any order, exact/any order, combo, and Pick 3 *plus* FIREBALL-Sum-It-Up.

(A) An "exact order" play is a winning play if the player's three single-digit numbers match in exact order the three single-digit numbers drawn in the applicable drawing.

(B) An "any order" play is a winning play if the player's three single-digit numbers match in any order the three single-digit numbers drawn in the applicable drawing.

(C) An "exact order/any order" play is a winning play if either the player's three single-digit numbers match in exact order the numbers drawn in the applicable drawing or the player's three single-digit numbers match in any order the numbers drawn in the applicable drawing.

(i) An exact order/any order play is a 3-way play when exact order/any order play is selected as the play type in connection with a set of three single-digit numbers that includes two occurrences of one single-digit number and one occurrence of one other single-digit number. An exact order/3-way any order play involves three possible winning combinations.

(ii) An exact order/any order play is a 6-way play when exact order/any order play is selected as the play type in connection with a set of three single-digit numbers that includes a single occurrence of three different single-digit numbers. An exact order/6-way any order play involves six possible winning combinations.

(iii) An exact order/any order play is not permitted in connection with a set of numbers that includes three occurrences of one single-digit number.

(D) A "combo" play combines all of the possible straight (exact) plays that can be played with the three single-digit numbers selected for the play.

(i) A combo play may be a 3-way combo play or a 6-way combo play.

(ii) 3-way combo play is a combo play in connection with a set of three single-digit numbers that includes two occurrences of one single-digit number and one occurrence of one other single-digit number. A 3-way combo play involves three possible winning combinations.

(iii) 6-way combo play is a combo play in connection with a set of three single-digit numbers that includes a single occurrence of three different single-digit numbers. A 6-way combo play involves six possible winning combinations.

(iv) Combo play is not permitted in connection with a set of numbers that includes three occurrences of one single-digit number.

(E) A Pick 3 *plus* FIREBALL Sum It Up play wins a FIREBALL prize for each winning combination of numbers created by replacing any one (1) of the three (3) Pick 3 winning numbers with the Pick 3 FIREBALL number for that drawing, as determined by the selected play type and wager amount. ~~is a winning play if by the sum of the player's three single-digit numbers is the same as the sum of the three single-digit numbers drawn in the applicable drawing. A Sum It Up play must occur in connection with a play of some other play type.~~

(2) The executive director may allow or disallow any type of play described in this subsection.

(d) Plays and tickets.

(1) A ticket may be sold only by a retailer and only at the location listed on the retailer's license.

A ticket sold by a person other than a retailer is not valid.

(2) A Pick 3 play involves the selection of three single-digit numbers, with each selected from the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9.

(3) The cost of an exact order play is the same as the Pick 3 base play amount selected for the play.

(4) The cost of an any order play is the same as the Pick 3 base play amount selected for the play.

(5) The cost of an exact order/any order play is:

(A) \$1 if the Pick 3 base play amount selected for the play is \$.50;

(B) \$2 if the Pick 3 base play amount selected for the play is \$1;

(C) \$4 if the Pick 3 base play amount selected for the play is \$2;

(D) \$6 if the Pick 3 base play amount selected for the play is \$3;

(E) \$8 if the Pick 3 base play amount selected for the play is \$4; or

(F) \$10 if the Pick 3 base play amount selected for the play is \$5.

(6) The cost of a combo play is determined by multiplying the Pick 3 base play amount selected for the play by the number of winning combinations possible with the three single-digit numbers selected for the play.

(7) The cost of a Pick 3 *plus* FIREBALL-Sum-It-Up play is equal to the cost of same as the connected Pick 3 wager for the base game, thereby doubling the purchase. Sum-It-Up base pay amount selected for the Sum-It-Up play. The cost of a Pick 3 *plus* FIREBALL-Sum-It-Up play is in addition to the cost of the connected Pick 3 play.

(8) The cost of a ticket is determined by the total cost of the plays evidenced by the ticket.

(9) A player may complete up to five playboards on a single playslip.

(10) Acceptable methods to select numbers for a play, play type, base play amount, and draw date and time for a play may include:

- (A) using a self-service terminal;
- (B) using a playslip;
- (C) requesting a ~~retailer to use~~ Quick Pick;
- (D) requesting a retailer to manually enter numbers;
- (E) using a previously-generated "Pick 3" ticket provided by the player; or
- (F) using a QR code generated through a Texas Lottery Mobile Application offered and approved by the commission.

~~(11) Acceptable methods to select the play type, base play amount, and draw date and time for a play may include:~~

- ~~(A) using a self-service terminal;~~
- ~~(B) using a playslip;~~
- ~~(C) requesting a retailer to manually enter the selections;~~
- ~~(D) using a previously-generated "Pick 3" ticket provided by the player; or~~
- ~~(E) using a QR code generated through a Texas Lottery Mobile Application offered and approved by the commission.~~

~~(11)~~(12) Playslips must be completed manually. A ticket generated from a playslip that was not completed manually, or using a selection method that is not approved by the commission, is not valid.

~~(12)~~(13) A retailer may only accept a request for a play using a commission-approved method of play, and if the request is made in person.

1 ~~(13)~~(14) Consecutive plays. A player may purchase one or more plays for any one or more of
2 the next 24 drawings after the purchase and may purchase up to 24 consecutive plays for a particular
3 drawing time.

4 ~~(14)~~(15) A retailer shall issue a ticket as evidence of one or more plays. A ticket must show the
5 numbers, play type and base play amount selected for each play; the number of plays, the draw date(s)
6 for which the plays were purchased; and the security and transaction serial numbers. Tickets must be
7 printed on official Texas Lottery paper stock, or, for third-party point-of-sale systems approved by the
8 commission, printed on paper stock or otherwise issued in a manner approved by the commission to
9 provide tangible evidence of participation in a lottery game.

10 ~~(15)~~(16) A playslip has no monetary value and is not evidence of a play.

11 ~~(16)~~(17) The purchaser is responsible for verifying the accuracy of the numbers and other
12 selections shown on a ticket.

13 ~~(17)~~(18) An unsigned winning ticket is payable to the holder or bearer of the ticket if the ticket
14 meets all applicable validation requirements.

15 (e) Cancellation of plays.

16 ——— ~~(1)~~ A retailer may cancel a Pick 3 play only in accordance with the following provisions:

17 (A) The ticket evidencing the play must have been sold at the retail location at which it
18 is cancelled;

19 (B) The retailer must have possession of the ticket evidencing the play;

20 (C) All Pick 3 plays evidenced by a single ticket must be cancelled;

21 (D) Cancellation may occur no later than 60 minutes after sale of the ticket evidencing
22 the play;

1 (E) Cancellation must occur before the beginning of the next draw break after the sale
2 of the ticket evidencing the play; and

3 (F) Cancellation must occur before midnight on the day the ticket evidencing the play
4 was sold.

5 ~~(2) A retailer must retain the ticket and the cancellation receipt for the play(s) evidenced by that~~
6 ~~ticket for at least 30 days after the cancellation.~~

7 (f) Drawings.

8 (1) Pick 3 drawings shall be held four times a day, Monday through Saturday, at 10:00 a.m.,
9 12:27 p.m., 6:00 p.m., and 10:12 p.m. Central Time. The executive director may change the drawing
10 schedule, if necessary.

11 (2) At each Pick 3 drawing, three single-digit numbers shall be drawn for the base game. Each
12 single-digit number will be drawn from a set that includes a single occurrence of all ten single-digit
13 numbers (0, 1, 2, 3, 4, 5, 6, 7, 8, and 9). After the Pick 3 base game drawing, the Pick 3 FIREBALL
14 number will be randomly drawn from a set of 10 numbered balls (0-9).

15 (3) Numbers drawn and the order in which the numbers are drawn must be certified by the
16 commission in accordance with the commission's draw procedures.

17 (4) The numbers selected in a drawing and the order of the numbers selected in the drawing
18 shall be used to determine all winners for that drawing.

19 (5) Each drawing shall be witnessed by an independent certified public accountant. All drawing
20 equipment used shall be examined by a lottery drawing representative and the independent certified
21 public accountant immediately before each drawing and immediately after each drawing.

22 (g) Prizes.

23 (1) Prize payments shall be made upon completion of commission validation procedures.

(2) A person may win only one prize per play per drawing. A player who holds a valid ticket for a winning play is entitled to the highest prize for that play.

(23) A Pick 3 *plus* FIREBALL-Sum It Up play is a separate play from the exact order play, any order play, exact order/any order play, or combo play with which it is connected.

(34) The executive director may temporarily increase any prize set out in this paragraph for promotional or marketing purposes.

(45) A person who holds a valid ticket for a winning exact order play is entitled to a prize as shown.

Figure: 16 TAC §401.307(g)(45)

**Pick 3 Prize Chart
Exact Order Play**

Cost of Play	Base Game Prize	Cost of Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$250	\$1.00	\$90
\$1.00	\$500	\$2.00	\$180
\$2.00	\$1,000	\$4.00	\$360
\$3.00	\$1,500	\$6.00	\$540
\$4.00	\$2,000	\$8.00	\$720
\$5.00	\$2,500	\$10.00	\$900
	Base Game Odds 1 in 1,000	<i>plus</i> Fireball Odds 1 in 333	

**Pick 3 Prize Chart
Exact Order Play**

Cost of Play	Prize
\$.50	\$250
\$1	\$500
\$2	\$1,000
\$3	\$1,500
\$4	\$2,000
\$5	\$2,500

Odds: 1:1,000

(56) A person who holds a valid ticket for a winning 3-way any order play is entitled to a prize as shown.

Figure: 16 TAC §401.307(g)(56)

Pick 3 Prize Chart 3-Way Any Order Play

Cost of Play	Base Game Prize	Cost of Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$80	\$1.00	\$30
\$1.00	\$160	\$2.00	\$60
\$2.00	\$320	\$4.00	\$120
\$3.00	\$480	\$6.00	\$180
\$4.00	\$640	\$8.00	\$240
\$5.00	\$800	\$10.00	\$300

Base Game Odds
1 in 333

plus Fireball Odds
1 in 111

Pick 3 Prize Chart 3-Way Any Order Play

Cost of Play	Prize
\$0.50	\$80
\$1	\$160
\$2	\$320
\$3	\$480
\$4	\$640
\$5	\$800

Odds: 1:333

(67) A person who holds a valid ticket for a winning 6-way any order play is entitled to a prize as shown.

1 Figure: 16 TAC §401.307(g)(67)

**Pick 3 Prize Chart
6-Way Any Order Play**

Cost of Play	Base Game Prize	Cost of Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$40	\$1.00	\$15
\$1.00	\$80	\$2.00	\$30
\$2.00	\$160	\$4.00	\$60
\$3.00	\$240	\$6.00	\$90
\$4.00	\$320	\$8.00	\$120
\$5.00	\$400	\$10.00	\$150
Base Game Odds 1 in 167		<i>plus</i> Fireball Odds 1 in 56	

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**Pick 3 Prize Chart
6-Way Any Order Play**

Cost of Play	Prize
\$0.50	\$40
\$1	\$80
\$2	\$160
\$3	\$240
\$4	\$320
\$5	\$400

4

Odds: 1:167

5 (78) A person who holds a valid ticket for a winning exact order/3-way any order play is entitled
6 to a prize as shown.

7 Figure: 16 TAC §401.307(g)(78)

**Pick 3 Prize Chart
Exact Order/3-Way
Any Order Play**

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play <i>plus</i> Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$330	\$80	\$2.00	\$120	\$30
\$1.00	\$2.00	\$660	\$160	\$4.00	\$240	\$60
\$2.00	\$4.00	\$1,320	\$320	\$8.00	\$480	\$120
\$3.00	\$6.00	\$1,980	\$480	\$12.00	\$720	\$180
\$4.00	\$8.00	\$2,640	\$640	\$16.00	\$960	\$240
\$5.00	\$10.00	\$3,300	\$800	\$20.00	\$1,200	\$300

Base Game Odds
1 in 333

plus Fireball Odds
1 in 111

Pick 3 Prize Chart

Exact Order/3-Way Any Order Play

Pick 3 Base Play Amount	Cost of Play	Exact Order Match	Match Not in Exact Order
\$.50	\$1	\$330	\$80
\$1	\$2	\$660	\$160
\$2	\$4	\$1,320	\$320
\$3	\$6	\$1,980	\$480
\$4	\$8	\$2,640	\$640
\$5	\$10	\$3,300	\$800

Odds: 1:333

(89) A person who holds a valid ticket for a winning exact order/6-way any order play is entitled to a prize as shown.

Figure: 16 TAC §401.307(g)(89)

Pick 3 Prize Chart
Exact Order/6-Way
Any Order Play

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play <i>plus</i> Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$290	\$40	\$2.00	\$105	\$15
\$1.00	\$2.00	\$580	\$80	\$4.00	\$210	\$30
\$2.00	\$4.00	\$1,160	\$160	\$8.00	\$420	\$60
\$3.00	\$6.00	\$1,740	\$240	\$12.00	\$630	\$90
\$4.00	\$8.00	\$2,320	\$320	\$16.00	\$840	\$120
\$5.00	\$10.00	\$2,900	\$400	\$20.00	\$1,050	\$150

Base Game Odds 1 in 167 *plus* Fireball Odds 1 in 56

1

Pick 3 Prize Chart
Exact Order/6-Way Any Order Play

Pick 3 Base Play Amount	Cost of Play	Match Exact Order	Match Not in Exact Order
\$0.50	\$1	\$290	\$40
\$1	\$2	\$580	\$80
\$2	\$4	\$1,160	\$160
\$3	\$6	\$1,740	\$240
\$4	\$8	\$2,320	\$320
\$5	\$10	\$2,900	\$400

2

Odds: 1:167

3

(910) A person who holds a valid ticket for a winning combo play is entitled to a prize as shown.

4

Figure: 16 TAC §401.307(g)(910)

Pick 3 Prize Chart
Combo Play

Base Play Amount	Cost of 3-Way Combo	Cost of 6-Way Combo	Base Game Prize	Cost of 3-Way Combo Play <i>plus</i> Fireball	Cost of 6-Way Combo Play <i>plus</i> Fireball	Fireball Prize
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\$0.50	\$1.50	\$3	\$250	\$3.00	\$6	\$90
\$1.00	\$3.00	\$6	\$500	\$6.00	\$12	\$180
\$2.00	\$6.00	\$12	\$1,000	\$12.00	\$24	\$360
\$3.00	\$9.00	\$18	\$1,500	\$18.00	\$36	\$540
\$4.00	\$12.00	\$24	\$2,000	\$24.00	\$48	\$720
\$5.00	\$15.00	\$30	\$2,500	\$30.00	\$60	\$900

Base Game
3-Way Odds
1 in 333

Base Game
6-Way Odds
1 in 167

plus Fireball
3-Way Odds
1 in 111

plus Fireball
6-Way Odds
1 in 56

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Pick 3 Prize Chart Combo Play			
Pick 3 Base Play Amount	Cost of 3- Way Combo Play	Cost of 6- Way Combo Play	Prize
\$0.50	\$1.50	\$3	\$250
\$1	\$3	\$6	\$500
\$2	\$6	\$12	\$1,000
\$3	\$9	\$18	\$1,500
\$4	\$12	\$24	\$2,000
\$5	\$15	\$30	\$2,500

3

Odds 3-Way: 1:333

4

Odds 6-Way: 1:167

5

(11) A person who holds a valid ticket for a winning Sum It Up play is entitled to a prize as

6

shown. A Sum It Up prize is in addition to a prize, if any, for the exact order play, any order play, exact

7

order/any order play, or combo play to which the Sum It Up play is connected.

8

Figure: 16 TAC §401.307(g)(11)

Pick 3 Prize Chart Sum it Up

Sum Picked	Cost of Sum-it Up Play =	Cost of Sum-it Up Play =	Cost of Sum-it Up Play =	Cost of Sum-it Up Play =	Cost of Sum-it Up Play =	Cost of Sum-it Up Play =	Odds
0 or 27	\$0.50	\$1	\$2	\$3	\$4	\$5	1:1,000
	\$250	\$500	\$1,000	\$1,500	\$2,000	\$2,500	

1-or-26	\$83	\$166	\$333	\$500	\$666	\$833	1:333
2-or-25	\$41	\$83	\$166	\$250	\$333	\$416	1:167
3-or-24	\$25	\$50	\$100	\$150	\$200	\$250	1:100
4-or-23	\$16	\$33	\$66	\$100	\$133	\$166	1:67
5-or-22	\$11	\$23	\$47	\$71	\$95	\$119	1:48
6-or-21	\$8	\$17	\$35	\$53	\$71	\$89	1:36
7-or-20	\$6	\$13	\$27	\$41	\$55	\$69	1:28
8-or-19	\$5	\$11	\$22	\$33	\$44	\$55	1:22
9-or-18	\$4	\$9	\$18	\$27	\$36	\$45	1:18
10-or-17	\$3	\$7	\$15	\$23	\$31	\$39	1:16
11-or-16	\$3	\$7	\$14	\$21	\$28	\$36	1:14
12-or-15	\$3	\$6	\$13	\$20	\$27	\$34	1:14
13-or-14	\$3	\$6	\$13	\$20	\$26	\$33	1:13

Note: The cost of a Sum it Up play is in addition to the cost of the connected play. For example, if a player selects a 3-Way Combo play for a base play amount of \$1, the cost of the combo play would be \$3. If the player chose to play Sum it Up for a base play amount of \$.50, the cost of the two plays together would be \$3.50.

(h) The executive director may authorize promotions in connection with Pick 3.

(i) Announcement of incentive or bonus program. The executive director shall announce each incentive or bonus program prior to its commencement. The announcement shall specify the beginning and ending time, if applicable, of the incentive or bonus program and the value for the award.

(j) Pick 3 *plus* FIREBALL®.

(1) Pick 3 *plus* FIREBALL is an add-on feature to the Pick 3 base game. Adding the Pick 3 *plus* FIREBALL option doubles the cost of wager and creates more possible winning combinations. For instance, if a player purchases a Pick 3 play with an exact order play type for \$1.00, the Pick 3 *plus* FIREBALL play will cost an additional \$1.00. If a player purchases a Pick 3 “6-way combo” for \$6, the Pick 3 *plus* FIREBALL play will cost an additional \$6. The Pick 3 FIREBALL number will be randomly drawn from a set of ten (10) numbers from zero to nine (0 to 9). The Pick 3 FIREBALL

1 number drawn will apply exclusively to the Pick 3 base game drawing and prizes. The Pick 3 *plus*
2 FIREBALL option cannot be purchased independently of a Pick 3 play.

3 (2) The Pick 3 FIREBALL number is used to replace any one (1) of the three (3) drawn Pick 3
4 winning numbers to create FIREBALL prize winning combinations.

5 (3) If the player's selected numbers match any of the FIREBALL prize winning combinations
6 the Pick 3 *plus* FIREBALL play wins in accordance with the charts in Figures 401.307(g)(4) through
7 401.307(g)(9).

8 (4) All FIREBALL prizes are in addition to any Pick 3 base game wins. Specifically, if a player
9 purchases the Pick 3 *plus* FIREBALL option, then if the Pick 3 FIREBALL number is the same as one
10 of the three numbers drawn in the Pick 3 base game drawing, and the player's numbers already match
11 the numbers drawn for the player's play type, the player will be awarded the FIREBALL prize in
12 addition to the Pick 3 prize as identified in subsection (g) of this section (relating to the Pick 3 prize
13 charts). For instance, assume a player selects an exact order \$1.00 base game play of 1, 2, and 3, and
14 purchases a Pick 3 *plus* FIREBALL play for an additional \$1.00 (total \$2.00 wager). If the Pick 3
15 winning numbers drawn are 1-2-3, and the Pick 3 FIREBALL number is 1, the play will win the base
16 game prize of \$500 and the FIREBALL prize of \$180 for a total of \$680. As another example, assume
17 the player selects an exact order 1-2-2 for \$1.00 and purchases a Pick 3 *plus* FIREBALL play for an
18 additional \$1.00 (total \$2.00 wager). If the Pick 3 winning numbers drawn are 1-2-2 and the Pick 3
19 FIREBALL number is 2, then the play will win the base game prize of \$500 and win the FIREBALL
20 prize of \$180 twice for a total of \$860.

§401.316. "Daily 4" Draw Game Rule.

(a) Daily 4. The executive director is authorized to conduct a game known as "Daily 4." The executive director may issue further directives and procedures for the conduct of Daily 4 that are consistent with this rule. In the case of conflict, this rule takes precedence over §401.304 of this title (relating to Draw Game Rules (General)).

(b) Definitions. In addition to the definitions provided in §401.301 of this title (relating to General Definitions), and unless the context in this rule otherwise requires, the following definitions apply.

(1) Daily 4 Play--A Daily 4-play other than a Daily 4 *plus* FIREBALL ~~Sum It Up~~ play consists of:

(A) the selection of a play type;

(B) the selection of a Daily 4 base play amount of \$.50, \$1, \$2, \$3, \$4 or \$5;

(C) the selection of a draw date and time;

(D) the selection of numbers in accordance with ~~subsection (d)~~ of this section; and

(E) the purchase of a ticket evidencing those selections.

(2) Daily 4 *plus* FIREBALL Play – A Daily 4 *plus* FIREBALL play refers to a play purchased as part of the Daily 4 *plus* FIREBALL add-on feature fully described in subsection (j) of this section.

A Daily 4 FIREBALL number is the additional number drawn from zero to nine (0 to 9) that is used to replace any one (1) of the four (4) Daily 4 winning numbers to make FIREBALL prize winning combinations. The Daily 4 *plus* FIREBALL option cannot be purchased independently of a Daily 4 play.

~~(2) Sum It Up Play~~—A Sum It Up play consists of:

~~(A) the selection of the Sum It Up play type in connection with a straight play, a box play, a straight/box play, a combo play, a front pair play, a mid pair play, or a back pair play;~~

1 ~~(B) the selection of a Sum It Up base play amount of \$.50, \$1, \$2, \$3, \$4 or \$5; and~~

2 ~~(C) the purchase of a ticket evidencing those selections.~~

3 (3) Playboard--A panel on a Daily 4 playslip containing four fields of numbers for use in
4 selecting numbers for a Daily 4 play, with each field of numbers containing the numbers 0, 1, 2, 3, 4,
5 5, 6, 7, 8 and 9.

6 (4) Playslip--An optically readable card issued by the commission for use in making selections
7 for one or more Daily 4 plays and the option to select the Daily 4 *plus* FIREBALL feature.

8 (c) Play types.

9 (1) Daily 4 may include the following play types: straight, box, straight/box, combo, front-pair,
10 mid-pair, back-pair, and Daily 4 *plus* FIREBALL~~Sum It Up.~~

11 (A) A "straight" play is a winning play if the player's four single-digit numbers match
12 in exact order the four single-digit numbers drawn in the applicable drawing.

13 (B) A "box" play is a winning play if the player's four single-digit numbers match in any
14 order the four single-digit numbers drawn in the applicable drawing.

15 (i) A box play may be a 4-way box play, a 6-way box play, a 12-way box play,
16 or a 24-way box play.

17 (I) A box play is a 4-way box play when box play is selected as the play
18 type in connection with a set of four single-digit numbers that includes three occurrences of one single-
19 digit number and one occurrence of one other single-digit number. A 4-way box play involves four
20 possible winning combinations.

21 (II) A box play is a 6-way box play when box play is selected as the play
22 type in connection with a set of four single-digit numbers that includes two occurrences of one single-

1 digit number and two occurrences of another single-digit number. A 6-way box play involves six
2 possible winning combinations.

3 (III) A box play is a 12-way box play when box play is selected as the
4 play type in connection with a set of four single-digit numbers that includes two occurrences of one
5 single-digit number and one occurrence of two other single-digit numbers. A 12-way box play involves
6 12 possible winning combinations.

7 (IV) A box play is a 24-way box play when box play is selected as the
8 play type in connection with a set of four single-digit numbers that includes a single occurrence of four
9 different single-digit numbers. A 24-way box play involves 24 possible winning combinations.

10 (ii) Box play is not permitted in connection with a set of numbers that includes
11 four occurrences of one single-digit number.

12 (C) A "straight/box" play is a winning play either if the player's four single-digit
13 numbers match in exact order the numbers drawn in the applicable drawing or if the player's four single-
14 digit numbers match in any order the numbers drawn in the applicable drawing. The prize amount is
15 greater if the player's four single-digit numbers match in exact order the numbers drawn in the
16 applicable drawing.

17 (i) A straight/box play may be a 4-way straight/box play, a 6-way straight/box
18 play, a 12-way straight/box play, or a 24-way straight/box play.

19 (I) A straight/box play is a 4-way straight/box play when straight/box
20 play is selected in connection with a set of four single-digit numbers that includes three occurrences of
21 one single-digit number and one occurrence of one other single-digit number. A 4-way straight/box
22 play involves four possible winning combinations.

(II) A straight/box play is a 6-way straight/box play when straight/box play is selected in connection with a set of four single-digit numbers that includes two occurrences of one single-digit number and two occurrences of another single-digit number. A 6-way straight/box play involves six possible winning combinations.

(III) A straight/box play is a 12-way straight/box play when straight/box play is selected in connection with a set of four single-digit numbers that includes two occurrences of one single-digit number and one occurrence of two other single-digit numbers. A 12-way straight/box play involves 12 possible winning combinations.

(IV) A straight/box play is a 24-way straight/box play when straight/box play is selected in connection with a set of four single-digit numbers that includes a single occurrence of four different single-digit numbers. A 24-way straight/box play involves 24 possible winning combinations.

(ii) Straight/box play is not permitted in connection with a set of numbers that includes four occurrences of one single-digit number.

(D) A "combo" play combines into a single play all of the possible straight plays that can be played with the four single-digit numbers selected for the play.

(i) A combo play may be a 4-way combo play, a 6-way combo play, a 12-way combo play, or a 24-way combo play.

(I) 4-way combo play is a combo play in connection with a set of four single-digit numbers that includes three occurrences of one single-digit number and one occurrence of one other single-digit number. A four-way combo play involves four possible winning combinations.

(II) 6-way combo play is a combo play in connection with a set of four single-digit numbers that includes two occurrences of one single-digit number and two occurrences of another single-digit number. A six-way combo play involves six possible winning combinations.

(III) 12-way combo play is a combo play in connection with a set of four single-digit numbers that includes two occurrences of one single-digit number and one occurrence of two other single-digit numbers. A 12-way combo play involves 12 possible winning combinations.

(IV) 24-way combo play is a combo play in connection with a set of four single-digit numbers that includes a single occurrence of four different single-digit numbers. A 24-way combo play involves 24 possible winning combinations.

(ii) Combo play is not permitted in connection with a set of numbers that includes four occurrences of one single-digit number.

(E) Pair play.

(i) A "front-pair" play is a winning play if the player's two single-digit numbers match in exact order the first two single-digit numbers drawn in the applicable drawing.

(ii) A "mid-pair" play is a winning play if the player's two single-digit numbers match in exact order the second and third single-digit numbers drawn in the applicable drawing.

(iii) A "back-pair" play is a winning play if the player's two single-digit numbers match in exact order the last two single-digit numbers drawn in the applicable drawing.

(F) A Daily 4 *plus* FIREBALL Sum-It-Up play wins a FIREBALL prize for each winning combination of numbers created by replacing any one (1) of the four (4) Daily 4 winning numbers with the Daily 4 FIREBALL number for that drawing, as determined by the selected play type and wager amount. ~~the sum of the player's two or four single-digit numbers, as applicable, is the same as the sum~~

~~of the four single-digit numbers drawn in the applicable drawing. A Sum It Up play must occur in connection with a play of some other play type.~~

(2) The executive director may allow or disallow any type of play described in this subsection.

(d) Plays and tickets.

(1) A ticket may be sold only by a retailer and only at the location listed on the retailer's license. A ticket sold by a person other than a retailer is not valid.

(2) The selection of numbers for a straight play, a box play, a straight/box play, or a combo play involves the selection of four single-digit numbers, with each selected from the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9.

(3) The selection of numbers for a front-pair play, a mid-pair play, or a back-pair play involves the selection of two single-digit numbers, with each selected from the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9.

(4) The cost of a play varies according to the play type selected for the play and the base play amount selected for the play.

(A) The cost of a straight play is the same as the base play amount selected for the play.

(B) The cost of a box play is the same as the base play amount selected for the play.

(C) The cost of a straight/box play is:

(i) \$1 if the base play amount selected for the play is \$.50;

(ii) \$2 if the base play amount selected for the play is \$1;

(iii) \$4 if the base play amount selected for the play is \$2;

(iv) \$6 if the base play amount selected for the play is \$3;

(v) \$8 if the base play amount selected for the play is \$4; or

(vi) \$10 if the base play amount selected for the play is \$5.

(D) The cost of a combo play is determined by multiplying the base play amount selected for the play by the number of winning combinations possible with the four single-digit numbers selected for the play.

(E) The cost of a front-pair, mid-pair, or back-pair play is the same as the base play amount selected for the play.

(F) The cost of a Daily 4 plus FIREBALL Sum-It-Up play is equal to the same as the cost of the connected Daily 4 wager for the base game, thereby doubling the purchase. Sum-It-Up base play amount selected for the Sum-It-Up play. The cost of a Daily 4 plus FIREBALL Sum-It-Up play is in addition to the cost of the Daily 4 play with which the Daily 4 plus FIREBALL Sum-It-Up play is connected.

(5) The cost of a ticket is determined by the total cost of the plays evidenced by the ticket.

(6) A player may complete up to five playboards on a single playslip.

(7) Acceptable methods to select numbers for a play, play type, base play amount, and draw date and time for a play may include:

(A) using a self-service terminal;

(B) using a playslip;

(C) requesting a retailer to use Quick Pick;

(D) requesting a retailer to manually enter numbers;

(E) using a previously-generated "Daily 4" ticket provided by the player; or

(F) using a QR code generated through a Texas Lottery Mobile Application offered and approved by the commission.

~~(8) Acceptable methods to select the play type, base play amount, and draw date and time for a play may include:~~

1 ~~(A) using a self-service terminal;~~

2 ~~(B) using a playslip;~~

3 ~~(C) requesting a retailer to manually enter the selections;~~

4 ~~(D) using a previously generated "Daily 4" ticket provided by the player; or~~

5 ~~(E) using a QR code generated through a Texas Lottery Mobile Application offered and~~
6 ~~approved by the commission.~~

7 ~~(8)~~(9) Playslips must be completed manually. A ticket generated from a playslip that was not
8 completed manually, or using a selection method that is not approved by the commission, is not valid.

9 ~~(9)~~(10) A retailer may only accept a request for a play using a commission-approved method of
10 play, and if the request is made in person.

11 ~~(10)~~(11) A player may purchase one or more plays for any one or more of the next 24 drawings
12 after the purchase and may purchase up to 24 consecutive plays for a drawing time.

13 ~~(11)~~(12) A retailer shall issue a ticket as evidence of one or more plays. A ticket must show the
14 numbers, play type and base play amount selected for each play; the number of plays, the draw date(s)
15 for which the plays were purchased; and the security and transaction serial numbers. Tickets must be
16 printed on official Texas Lottery paper stock, or, for third-party point-of-sale systems approved by the
17 commission, printed on paper stock or otherwise issued in a manner approved by the commission to
18 provide tangible evidence of participation in a lottery game.

19 ~~(12)~~(13) A playslip has no monetary value and is not evidence of a play.

20 ~~(13)~~(14) The purchaser is responsible for verifying the accuracy of the numbers and other
21 selections shown on a ticket.

22 ~~(14)~~(15) An unsigned winning ticket is payable to the holder or bearer of the ticket if the ticket
23 meets all applicable validation requirements.

(e) Cancellation of plays. A retailer may cancel a Daily 4 play, including a Daily 4 *plus* FIREBALL play, only in accordance with the following provisions:

(1) The ticket evidencing the play must have been sold at the retail location at which it is cancelled;

(2) The retailer must have possession of the ticket evidencing the play;

(3) All Daily 4 plays evidenced by a single ticket must be cancelled;

(4) Cancellation must occur no later than 60 minutes after sale of the ticket evidencing the play;

(5) Cancellation must occur before the beginning of the next draw break after the sale of the ticket evidencing the play; and

(6) Cancellation must occur before midnight on the day the ticket evidencing the play was sold.

(f) Drawings.

(1) Daily 4 drawings shall be held four times a day, Monday through Saturday, at 10:00 a.m., 12:27 p.m., 6:00 p.m., and 10:12 p.m. Central Time. The executive director may change the drawing schedule, if necessary.

(2) At each Daily 4 drawing, four single-digit numbers shall be drawn for the base game. Each single-digit number will be drawn from a set that includes a single occurrence of all ten single-digit numbers (0, 1, 2, 3, 4, 5, 6, 7, 8, and 9). After the base game drawing, the Daily 4 FIREBALL number will be randomly drawn from a set of 10 numbered balls (0-9).

(3) Numbers drawn and the order in which the numbers are drawn must be certified by the commission in accordance with the commission's draw procedures.

(4) The numbers selected in a drawing and the order of the numbers selected in the drawing shall be used to determine all winners for that drawing.

(5) Each drawing shall be witnessed by an independent certified public accountant. All drawing equipment used shall be examined by a lottery drawing representative and the independent certified public accountant immediately before each drawing and immediately after each drawing.

(g) Prizes.

(1) Prize payments shall be made upon completion of commission validation procedures.

~~(2) A person may win only one prize per play per drawing. A player who holds a valid ticket for a winning play is entitled to the highest prize for that play.~~

(23) A Daily 4 *plus* FIREBALL Sum It Up play is a separate play from the straight play, box plays, straight/box plays, combo play or pairs play with which it is connected.

(34) The executive director may temporarily increase any prize set out in this subsection for promotional or marketing purposes.

(45) A person who holds a valid ticket for a winning straight play is entitled to a prize as shown.

Figure: 16 TAC §401.316(g)(45)

**Daily 4 Prize Chart
Straight Play**

Cost of Play	Base Game Prize	Cost of Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$2,500	\$1.00	\$675
\$1.00	\$5,000	\$2.00	\$1,350
\$2.00	\$10,000	\$4.00	\$2,700
\$3.00	\$15,000	\$6.00	\$4,050
\$4.00	\$20,000	\$8.00	\$5,400
\$5.00	\$25,000	\$10.00	\$6,750
	Base Game Odds 1 in 10,000	<i>plus</i> Fireball Odds 1 in 2,500	

**Daily 4 Prize Chart
Straight Play**

Cost of Play	Prize
\$0.50	\$2,500
\$1	\$5,000
\$2	\$10,000
\$3	\$15,000
\$4	\$20,000
\$5	\$25,000

~~Odds: 1:10,000~~

(56) A person who holds a valid ticket for a winning 4-way box play is entitled to a prize as shown.

Figure: 16 TAC §401.316(g)(56)

**Daily 4 Prize Chart
4-Way Box Play**

Cost of Play	Base Game Prize	Cost of Play plus Fireball	Fireball Prize
\$0.50	\$600	\$1.00	\$170
\$1.00	\$1,200	\$2.00	\$340
\$2.00	\$2,400	\$4.00	\$680
\$3.00	\$3,600	\$6.00	\$1,020
\$4.00	\$4,800	\$8.00	\$1,360
\$5.00	\$6,000	\$10.00	\$1,700
Base Game Odds 1 in 2,500		plus Fireball Odds 1 in 625	

**Daily 4 Prize Chart
4-Way Box Play**

Cost of Play	Prize
\$0.50	\$600
\$1	\$1,200
\$2	\$2,400
\$3	\$3,600

1	\$4	\$4,800
2	\$5	\$6,000

3 Odds: 1:2,500

4 (67) A person who holds a valid ticket for a winning 6-way box play is entitled to a prize as
5 shown.

6 Figure: 16 TAC §401.316(g)(67)

Daily 4 Prize Chart 6-Way Box Play

Cost of Play	Base Game Prize	Cost of Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$400	\$1.00	\$112
\$1.00	\$800	\$2.00	\$224
\$2.00	\$1,600	\$4.00	\$448
\$3.00	\$2,400	\$6.00	\$672
\$4.00	\$3,200	\$8.00	\$896
\$5.00	\$4,000	\$10.00	\$1,120
Base Game Odds 1 in 1,667		<i>plus</i> Fireball Odds 1 in 417	

Daily 4 Prize Chart 6-Way Box Play

Cost of Play	Prize
\$0.50	\$400
\$1	\$800
\$2	\$1,600
\$3	\$2,400
\$4	\$3,200
\$5	\$4,000

8 Odds: 1:1,667

9 (78) A person who holds a valid ticket for a winning 12-way box play is entitled to a prize as
10 shown.

11 Figure: 16 TAC §401.316(g)(78)

Daily 4 Prize Chart 12-Way Box Play

Cost of Play	Base Game Prize	Cost of Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$200	\$1.00	\$56
\$1.00	\$400	\$2.00	\$112
\$2.00	\$800	\$4.00	\$224
\$3.00	\$1,200	\$6.00	\$336
\$4.00	\$1,600	\$8.00	\$448
\$5.00	\$2,000	\$10.00	\$560

Base Game Odds
1 in 833

plus Fireball Odds
1 in 208

1

Daily 4 Prize Chart 12-Way Box Play

Cost of Play	Prize
\$.50	\$200
\$1	\$400
\$2	\$800
\$3	\$1,200
\$4	\$1,600
\$5	\$2,000

2

Odds: 1:833

3 (89) A person who holds a valid ticket for a winning 24-way box play is entitled to a prize as
4 shown.

5 Figure: 16 TAC §401.316(g)(89)

Daily 4 Prize Chart 24-Way Box Play

Cost of Play	Base Game Prize	Cost of Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$100	\$1.00	\$28
\$1.00	\$200	\$2.00	\$56
\$2.00	\$400	\$4.00	\$112
\$3.00	\$600	\$6.00	\$168
\$4.00	\$800	\$8.00	\$224
\$5.00	\$1,000	\$10.00	\$280

Base Game Odds
1 in 417

plus Fireball Odds
1 in 104

Daily 4 Prize Chart 24-Way Box Play

Cost of Play	Prize
\$0.50	\$100
\$1	\$200
\$2	\$400
\$3	\$600
\$4	\$800
\$5	\$1,000

Odds: 1:417

(910) A person who holds a valid ticket for a winning straight/4-way box play is entitled to a prize as shown.

Figure: 16 TAC §401.316(g)(910)

Daily 4 Prize Chart Straight/4-Way Box Play

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play with Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$3,100	\$600	\$2.00	\$845	\$170
\$1.00	\$2.00	\$6,200	\$1,200	\$4.00	\$1,690	\$340
\$2.00	\$4.00	\$12,400	\$2,400	\$8.00	\$3,380	\$680
\$3.00	\$6.00	\$18,600	\$3,600	\$12.00	\$5,070	\$1,020
\$4.00	\$8.00	\$24,800	\$4,800	\$16.00	\$6,760	\$1,360
\$5.00	\$10.00	\$31,000	\$6,000	\$20.00	\$8,450	\$1,700

Base Game Odds
1 in 2,500

plus Fireball Odds
1 in 625

**Daily 4 Prize Chart
Straight/4-Way Box Play**

Daily 4 Base Play Amount	Cost of Play	Exact Order Match	Match Not in Exact Order
\$0.50	\$1	\$3,100	\$600
\$1	\$2	\$6,200	\$1,200
\$2	\$4	\$12,400	\$2,400
\$3	\$6	\$18,600	\$3,600
\$4	\$8	\$24,800	\$4,800
\$5	\$10	\$31,000	\$6,000

Odds: 1:2,500

(1044) A person who holds a valid ticket for a winning straight/6-way box play is entitled to a prize as shown.

Figure: 16 TAC §401.316(g)(1044)

**Daily 4 Prize Chart
Straight/6-Way Box Play**

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play <i>plus</i> Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$2,900	\$400	\$2.00	\$787	\$112
\$1.00	\$2.00	\$5,800	\$800	\$4.00	\$1,574	\$224
\$2.00	\$4.00	\$11,600	\$1,600	\$8.00	\$3,148	\$448
\$3.00	\$6.00	\$17,400	\$2,400	\$12.00	\$4,722	\$672
\$4.00	\$8.00	\$23,200	\$3,200	\$16.00	\$6,296	\$896
\$5.00	\$10.00	\$29,000	\$4,000	\$20.00	\$7,870	\$1,120

Base Game Odds
1 in 1,167

plus Fireball Odds
1 in 417

**Daily 4 Prize Chart
Straight/6-Way Box Play**

Daily 4 Base Play Amount	Cost of Play	Exact Order Match	Match Not in Exact Order
\$0.50	\$1	\$2,900	\$400
\$1	\$2	\$5,800	\$800
\$2	\$4	\$11,600	\$1,600

\$3	\$6	\$17,400	\$2,400
\$4	\$8	\$23,200	\$3,200
\$5	\$10	\$29,000	\$4,000

Odds: 1:1,667

(1142) A person who holds a valid ticket for a winning straight/12-way box play is entitled to a prize as shown.

Figure: 16 TAC §401.316(g)(1142)

Daily 4 Prize Chart Straight/12-Way Box Play

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play <i>plus</i> Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$2,700	\$200	\$2.00	\$731	\$56
\$1.00	\$2.00	\$5,400	\$400	\$4.00	\$1,462	\$112
\$2.00	\$4.00	\$10,800	\$800	\$8.00	\$2,924	\$224
\$3.00	\$6.00	\$16,200	\$1,200	\$12.00	\$4,386	\$336
\$4.00	\$8.00	\$21,600	\$1,600	\$16.00	\$5,848	\$448
\$5.00	\$10.00	\$27,000	\$2,000	\$20.00	\$7,310	\$560

Base Game Odds
1 in 833

plus Fireball Odds
1 in 208

Daily 4 Prize Chart Straight/12-Way Box Play

Daily 4 Base Play Amount	Cost of Play	Exact Order Match	Match Not in Exact Order
\$.50	\$1	\$2,700	\$200
\$1	\$2	\$5,400	\$400
\$2	\$4	\$10,800	\$800
\$3	\$6	\$16,200	\$1,200
\$4	\$8	\$21,600	\$1,600
\$5	\$10	\$27,000	\$2,000

Odds: 1:833

(1243) A person who holds a valid ticket for a winning straight/24-way box play is entitled to a prize as shown.

Figure: 16 TAC §401.316(g)(1243)

Daily 4 Prize Chart Straight/24-Way Box Play

Base Play Amount	Cost of Play	Exact Order Base Game Prize	Match Not in Exact Order Base Game Prize	Cost of Play <i>plus</i> Fireball	Exact Order Fireball Prize	Match Not in Exact Order Fireball Prize
\$0.50	\$1.00	\$2,600	\$100	\$2.00	\$703	\$28
\$1.00	\$2.00	\$5,200	\$200	\$4.00	\$1,406	\$56
\$2.00	\$4.00	\$10,400	\$400	\$8.00	\$2,812	\$112
\$3.00	\$6.00	\$15,600	\$600	\$12.00	\$4,218	\$168
\$4.00	\$8.00	\$20,800	\$800	\$16.00	\$5,624	\$224
\$5.00	\$10.00	\$26,000	\$1,000	\$20.00	\$7,030	\$280

Base Game Odds
1 in 417

plus Fireball Odds
1 in 104

Daily 4 Prize Chart Straight/24-Way Box Play

Daily 4 Base Play Amount	Cost of Play	Exact Order Match	Match Not in Exact Order
\$0.50	\$1	\$2,600	\$100
\$1	\$2	\$5,200	\$200
\$2	\$4	\$10,400	\$400
\$3	\$6	\$15,600	\$600
\$4	\$8	\$20,800	\$800
\$5	\$10	\$26,000	\$1,000

Odds: 1:417

(1344) A person who holds a valid ticket for a winning combo play is entitled to a prize as shown.

Figure: 16 TAC §401.316(g)(1344)

Daily 4 Prize Chart Combo Play

Base Play Amount	Cost of 4-Way Combo	Cost of 6-Way Combo	Cost of 12-Way Combo	Cost of 24-Way Combo	Base Game Prize	Cost of 4-Way Combo Play <i>plus</i> Fireball	Cost of 6-Way Combo Play <i>plus</i> Fireball	Cost of 12-Way Combo Play <i>plus</i> Fireball	Cost of 24-Way Combo Play <i>plus</i> Fireball	Fireball Prize
\$0.50	\$2	\$3	\$6	\$12	\$2,500	\$4	\$6	\$12	\$24	\$675
\$1.00	\$4	\$6	\$12	\$24	\$5,000	\$8	\$12	\$24	\$48	\$1,350
\$2.00	\$8	\$12	\$24	\$48	\$10,000	\$16	\$24	\$48	\$96	\$2,700
\$3.00	\$12	\$18	\$36	\$72	\$15,000	\$24	\$36	\$72	\$144	\$4,050
\$4.00	\$16	\$24	\$48	\$96	\$20,000	\$32	\$48	\$96	\$192	\$5,400
\$5.00	\$20	\$30	\$60	\$120	\$25,000	\$40	\$60	\$120	\$240	\$6,750

Base Game Odds 4-Way Combo 1 in 2,500

Base Game Odds 6-Way Combo 1 in 1,667

Base Game Odds 12-Way Combo 1 in 833

Base Game Odds 24-Way Combo 1 in 417

plus Fireball Odds 4-Way Combo 1 in 625

plus Fireball Odds 6-Way Combo 1 in 417

plus Fireball Odds 12-Way Combo 1 in 208

plus Fireball Odds 24-Way Combo 1 in 104

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Daily 4 Prize Chart Combo Play

Daily 4 Base Play Amount	Cost of 4-Way Combo Play	Cost of 6-Way Combo Play	Cost of 12-Way Combo Play	Cost of 24-Way Combo Play	Prize
\$.50	\$2	\$3	\$6	\$12	\$2,500
\$1	\$4	\$6	\$12	\$24	\$5,000
\$2	\$8	\$12	\$24	\$48	\$10,000
\$3	\$12	\$18	\$36	\$72	\$15,000
\$4	\$16	\$24	\$48	\$96	\$20,000
\$5	\$20	\$30	\$60	\$120	\$25,000

2

Odds 4-Way Combo: 1:2,500

3

Odds 6-Way Combo: 1:1,667

4

Odds 12-Way Combo: 1:833

5

Odds 24-Way Combo: 1:417

6

(1415) A person who holds a valid ticket for a winning front-pair, mid-pair, or back-pair play

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is entitled to a prize as shown.

8

Figure: 16 TAC §401.316(g)(1415)

Daily 4 Prize Chart Front-Pair, Mid-Pair, and Back-Pair Play

Base Play Amount	Base Game Pair Prize	Cost of Play <i>plus</i> Fireball	Fireball Pair Prize
\$0.50	\$25	\$1	\$7.00
\$1.00	\$50	\$2	\$14.00
\$2.00	\$100	\$4	\$28.00
\$3.00	\$150	\$6	\$42.00
\$4.00	\$200	\$8	\$56.00
\$5.00	\$250	\$10	\$70.00
Base Game Odds 1 in 100		<i>plus</i> Fireball Pair Odds 1 in 25	

1

Daily 4 Prize Chart Front-Pair, Mid-Pair, and Back-Pair Play

Cost of Play	Prize
\$0.50	\$25
\$1	\$50
\$2	\$100
\$3	\$150
\$4	\$200
\$5	\$250

2

Odds: 1:100

3

(16) A person who holds a valid ticket for a winning Sum It Up play is entitled to a prize as shown. A Sum It Up prize is in addition to a prize, if any, for a straight play, a box play, a straight/box play, or a combo play.

5

6

Figure: 16 TAC §401.316(g)(16)

Daily 4 Prize Chart — Sum it Up							
Sum Picked	Cost of Play = \$0.50	Cost of Play = \$1	Cost of Play = \$2	Cost of Play = \$3	Cost of Play = \$4	Cost of Play = \$5	Odds
0 or 36	\$2,500	\$5,000	\$10,000	\$15,000	\$20,000	\$25,000	1:10,000
1 or 35	\$625	\$1,250	\$2,500	\$3,750	\$5,000	\$6,250	1:2,500
2 or 34	\$250	\$500	\$1,000	\$1,500	\$2,000	\$2,500	1:1,000
3 or 33	\$125	\$250	\$500	\$750	\$1,000	\$1,250	1:500
4 or 32	\$71	\$142	\$285	\$428	\$571	\$714	1:286

5 or 31	\$44	\$89	\$178	\$267	\$357	\$446	1:179
6 or 30	\$29	\$59	\$119	\$178	\$238	\$297	1:119
7 or 29	\$20	\$41	\$83	\$125	\$166	\$208	1:83
8 or 28	\$15	\$30	\$60	\$90	\$121	\$151	1:61
9 or 27	\$11	\$22	\$45	\$68	\$90	\$113	1:45
10 or 26	\$8	\$17	\$35	\$53	\$70	\$88	1:35
11 or 25	\$7	\$14	\$28	\$43	\$57	\$71	1:29
12 or 24	\$6	\$12	\$24	\$36	\$48	\$60	1:24
13 or 23	\$5	\$10	\$20	\$31	\$41	\$52	1:21
14 or 22	\$4	\$9	\$18	\$27	\$37	\$46	1:19
15 or 21	\$4	\$8	\$16	\$25	\$33	\$42	1:17
16 or 20	\$3	\$7	\$15	\$23	\$31	\$39	1:16
17 or 19	\$3	\$7	\$15	\$22	\$30	\$37	1:15
18	\$3	\$7	\$14	\$22	\$29	\$37	1:15

Note: The cost of a Sum it Up play is in addition to the cost of the connected play. For example, if a player selects a 4 Way Combo play for a base play amount of \$1, the cost of the combo play would be \$4. If the player chose to play Sum it Up for a base play amount of \$.50, the cost of the two plays together would be \$4.50.

(h) The executive director may authorize promotions in connection with Daily 4.

(i) Announcement of incentive or bonus program. The executive director shall announce each incentive or bonus program prior to its commencement. The announcement shall specify the beginning and ending time, if applicable, of the incentive or bonus program and the value for the award.

(j) Daily 4 plus FIREBALL®.

(1) Daily 4 plus FIREBALL is an add-on feature to the Daily 4 base game. Adding the Daily 4 plus FIREBALL option doubles the cost of the wager and creates more possible winning combinations. For instance, if a player purchases a Daily 4 play with an exact order play type for \$1.00, the Daily 4 plus FIREBALL play will cost an additional \$1.00. If a player purchases a Daily 4 “6-way combo” for \$6, the Daily 4 plus FIREBALL play option will cost an additional \$6. The Daily 4 FIREBALL number will be randomly drawn from a set of ten (10) numbers from zero to nine (0 to 9). The Daily 4 FIREBALL number drawn will apply exclusively to the Daily 4 base game drawing and prizes. The Daily 4 plus FIREBALL option cannot be purchased independently of a Daily 4 play.

1 (2) The Daily 4 FIREBALL number is used to replace any one (1) of the four (4) drawn Daily
2 4 winning numbers to create FIREBALL prize winning combinations.

3 (3) If the player's selected numbers match any of the FIREBALL prize winning combinations
4 the Daily 4 *plus* FIREBALL play wins in accordance with the charts in Figures 401.316(g)(4) through
5 401.316(g)(14).

6 (4) All FIREBALL prizes are in addition to any Daily 4 base game wins. Specifically, if a player
7 purchases the Daily 4 *plus* FIREBALL option, then if the Daily 4 FIREBALL number is the same as
8 one of the four numbers drawn in the Daily 4 base game drawing, and the player's numbers already
9 match the numbers drawn for the player's play type, the player will be awarded the FIREBALL prize
10 in addition to the Daily 4 prize as identified in subsection (g) of this section (relating to the Daily 4
11 prize charts). For instance, assume a player selects 1, 2, 3, and 4 in exact order for the base game at
12 \$1.00 and purchases a Daily 4 *plus* FIREBALL play for an additional \$1.00 (total \$2.00 wager). If the
13 numbers drawn are 1, 2, 3, and 4 and the Daily 4 FIREBALL number is 4, the play will win the base
14 game prize of \$5000 and the FIREBALL prize of \$1350 for a total of \$6350.