

1.0 Name and Style of Scratch Ticket Game.

A. The name of Scratch Ticket Game No. 2002 is “ULTIMATE CROSSWORD/ULTIMATE BINGO”. The play style is “multiple games”.

1.1 Price of Scratch Ticket Game.

A. The price for Scratch Ticket Game No. 2002 shall be \$20.00 per Scratch Ticket.

1.2 Definitions in Scratch Ticket Game No. 2002.

A. Display Printing - That area of the Scratch Ticket outside of the area where the overprint and Play Symbols appear.

B. Latex Overprint - The removable scratch-off covering over the Play Symbols on the front of the Scratch Ticket.

C. Play Symbol – The printed data under the latex on the front of the Scratch Ticket that is used to determine eligibility for a prize. Each Play Symbol is printed in Symbol font in black ink in positive except for dual-image games. The possible black Play Symbols are: A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, BLACKENED SQUARE SYMBOL, B01, B02, B03, B04, B05, B06, B07, B08, B09, B10, B11, B12, B13, B14, B15, I16, I17, I18, I19, I20, I21, I22, I23, I24, I25, I26, I27, I28, I29, I30, N31, N32, N33, N34, N35, N36, N37, N38, N39, N40, N41, N42, N43, N44, N45, G46, G47, G48, G49, G50, G51, G52, G53, G54, G55, G56, G57, G58, G59, G60, O61, O62, O63, O64, O65, O66, O67, O68, O69, O70, O71, O72, O73, O74, O75, 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75 and FREE SYMBOL.

D. Play Symbol Caption – The printed material appearing below each Play Symbol which explains the Play Symbol. One caption appears under each Play Symbol and is printed in caption font in black ink in positive. Crossword and Bingo style games do not typically have Play Symbol Captions. The Play Symbol Caption which corresponds with and verifies each Play Symbol is as follows:

Table 1 of this section

Figure 1:16 TAC GAME NO. 2002 – 1.2D

E. Serial Number – A unique 13 (thirteen) digit number appearing under the latex scratch-off covering on the front of the Scratch Ticket. The Serial Number is for validation purposes and cannot be used to play the game. The format will be: 0000000000000.

F. Bar Code - A 24 (twenty-four) character interleaved two (2) of five (5) Bar Code which will include a four (4) digit game ID, the seven (7) digit Pack number, the three (3) digit Scratch Ticket number and the ten (10) digit Validation Number. The Bar Code appears on the back of the Scratch Ticket.

G. Pack-Ticket Number - A 14 (fourteen) digit number consisting of the four (4) digit game number (2002), a seven (7) digit Pack number, and a three (3) digit Scratch Ticket number. Scratch Ticket numbers start with 001 and end with 025 within each Pack. The format will be: 2002-0000001-001.

H. Pack - A Pack of the "ULTIMATE CROSSWORD/ULTIMATE BINGO" Scratch Ticket Game contains 025 Tickets, packed in plastic shrink-wrapping and fanfolded in pages of one (1). Ticket back 001 and 025 will be exposed.

I. Non-Winning Scratch Ticket - A Scratch Ticket which is not programmed to be a winning Scratch Ticket or a Scratch Ticket that does not meet all of the requirements of these Game Procedures, the State Lottery Act (Texas Government Code, Chapter 466), and applicable rules adopted by the Texas Lottery pursuant to the State Lottery Act and referenced in 16 TAC, Chapter 401.

J. Scratch Ticket Game, Scratch Ticket or Ticket - Texas Lottery "ULTIMATE CROSSWORD/ULTIMATE BINGO" Scratch Ticket Game No. 2002.

2.0 Determination of Prize Winners. The determination of prize winners is subject to the general Scratch Ticket validation requirements set forth in Texas Lottery Rule 401.302, Instant Game Rules, these Game Procedures, and the requirements set out on the back of each Scratch Ticket. A prize winner in the "ULTIMATE CROSSWORD/ULTIMATE BINGO" Scratch Ticket Game is determined once the latex on the Scratch Ticket is scratched off to expose 490 (four hundred ninety) possible Play Symbols. ULTIMATE CROSSWORD (FRONT): The player must scratch all of the YOUR 20 LETTERS. The player then scratches all the letters found in GAME 1, GAME 2, GAME 3 and GAME 4 that exactly match the YOUR 20 LETTERS. If the player has scratched at least 3 complete WORDS in the same GAME, the player wins the prize found in the corresponding GAME KEY. Each GAME is played separately. WORDS revealed in one GAME cannot be combined with WORDS revealed from another GAME. Only one prize will be paid per GAME. Only letters within the same GAME that are matched with the YOUR 20 LETTERS can be used to form a complete WORD. In each GAME, every lettered square within an unbroken horizontal (left to right) or vertical (top to bottom) sequence must be matched with the YOUR 20 LETTERS to be considered a complete WORD. Words revealed in a diagonal sequence are not considered valid WORDS. Words within WORDS are not eligible for a prize. A complete WORD must contain at least three letters. GAME 1 and GAME 2 can win by revealing 3 to 9 complete WORDS on each GAME. GAME 3 and GAME 4 can win by revealing 3 to 7 complete WORDS on each GAME. ULTIMATE BINGO (BACK): The player must scratch the "CALLER'S CARD" area to reveal thirty (30) Bingo Numbers. The player must scratch only those Bingo Numbers on the four (4) "BINGO CARDS" that match the

“CALLER’S CARD” Bingo Numbers. The player must also scratch the “FREE” spaces on the four (4) “BINGO CARDS”. If the player matches all Bingo Numbers in a complete vertical, horizontal or diagonal line; all Bingo Numbers in all four (4) corners; or all Bingo Numbers to complete an “X” [eight (8) Bingo Numbers plus the “FREE” space] on the same “BINGO CARD”, the player wins the prize in the corresponding prize legend for that “BINGO CARD”. Note: Only the highest prize per “BINGO CARD” will be paid. No portion of the Display Printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Scratch Ticket.

2.1 Scratch Ticket Validation Requirements.

A. To be a valid Scratch Ticket, all of the following requirements must be met:

1. Exactly 490 (four hundred ninety) Play Symbols must appear under the Latex Overprint on the front portion of the Scratch Ticket;
2. Each of the Play Symbols must have a Play Symbol Caption underneath, unless specified, and each Play Symbol must agree with its Play Symbol Caption; Crossword and Bingo games do not typically have Play Symbol captions;
3. Each of the Play Symbols must be present in its entirety and be fully legible;
4. Each of the Play Symbols must be printed in black ink except for dual image games;
5. The Scratch Ticket shall be intact;
6. The Serial Number, Retailer Validation Code and Pack-Scratch Ticket Number must be present in their entirety and be fully legible;
7. The Serial Number must correspond, using the Texas Lottery's codes, to the Play Symbols on the Scratch Ticket;
8. The Scratch Ticket must not have a hole punched through it, be mutilated, altered, unreadable, reconstituted or tampered with in any manner;
9. The Scratch Ticket must not be counterfeit in whole or in part;
10. The Scratch Ticket must have been issued by the Texas Lottery in an authorized manner;
11. The Scratch Ticket must not have been stolen, nor appear on any list of omitted Scratch Tickets or non-activated Scratch Tickets on file at the Texas Lottery;
12. The Play Symbols, Serial Number, Retailer Validation Code and Pack-Scratch Ticket Number must be right side up and not reversed in any manner;

13. The Scratch Ticket must be complete and not miscut, and have exactly 490 (four hundred ninety) Play Symbols under the Latex Overprint on the front portion of the Scratch Ticket, exactly one Serial Number, exactly one Retailer Validation Code, and exactly one Pack-Scratch Ticket Number on the Scratch Ticket;

14. The Serial Number of an apparent winning Scratch Ticket shall correspond with the Texas Lottery's Serial Numbers for winning Scratch Tickets, and a Scratch Ticket with that Serial Number shall not have been paid previously;

15. The Scratch Ticket must not be blank or partially blank, misregistered, defective or printed or produced in error;

16. Each of the 490 (four hundred ninety) Play Symbols must be exactly one of those described in Section 1.2.C of these Game Procedures;

17. Each of the 490 (four hundred ninety) Play Symbols on the Scratch Ticket must be printed in the Symbol font and must correspond precisely to the artwork on file at the Texas Lottery; the Scratch Ticket Serial Numbers must be printed in the Serial font and must correspond precisely to the artwork on file at the Texas Lottery; and the Pack-Scratch Ticket Number must be printed in the Pack-Scratch Ticket Number font and must correspond precisely to the artwork on file at the Texas Lottery;

18. The Display Printing on the Scratch Ticket must be regular in every respect and correspond precisely to the artwork on file at the Texas Lottery; and

19. The Scratch Ticket must have been received by the Texas Lottery by applicable deadlines.

B. The Scratch Ticket must pass all additional validation tests provided for in these Game Procedures, the Texas Lottery's Rules governing the award of prizes of the amount to be validated, and any confidential validation and security tests of the Texas Lottery.

C. Any Scratch Ticket not passing all of the validation requirements is void and ineligible for any prize and shall not be paid. However, the Executive Director may, solely at the Executive Director's discretion, refund the retail sales price of the Scratch Ticket. In the event a defective Scratch Ticket is purchased, the only responsibility or liability of the Texas Lottery shall be to replace the defective Scratch Ticket with another unplayed Scratch Ticket in that Scratch Ticket Game (or a Scratch Ticket of equivalent sales price from any other current Texas Lottery Scratch Ticket Game) or refund the retail sales price of the Scratch Ticket, solely at the Executive Director's discretion.

2.2 Programmed Game Parameters.

A. Consecutive Non-Winning Tickets in a Pack will not have matching play data, spot for spot.

B. No win(s) will appear in the ULTIMATE BINGO game (Ticket Back) unless there is at least one (1) win in the ULTIMATE CROSSWORD game (Ticket Front).

C. ULTIMATE CROSSWORD (FRONT): Each grid from GAME 1 and GAME 2 will contain exactly the same number of letters.

D. ULTIMATE CROSSWORD (FRONT): Each grid from GAME 3 and GAME 4 will contain exactly the same number of words.

E. ULTIMATE CROSSWORD (FRONT): No matching words on a Ticket.

F. ULTIMATE CROSSWORD (FRONT): All words used will be from the TEXAS APPROVED WORD LIST CASHWORD/CROSSWORD v.1.1 dated July 2, 2015.

G. ULTIMATE CROSSWORD (FRONT): All words will contain a minimum of three (3) letters.

H. ULTIMATE CROSSWORD (FRONT): All words will contain a maximum of nine (9) letters in GAME 1 and GAME 2.

I. ULTIMATE CROSSWORD (FRONT): No consonant will appear more than nine (9) times, and no vowel will appear more than fourteen (14) times in GAME 1 and GAME 2.

J. ULTIMATE CROSSWORD (FRONT): No consonant will appear more than seven (7) times, and no vowel will appear more than ten (10) times in GAME 3 and GAME 4.

K. ULTIMATE CROSSWORD (FRONT): No matching Play Symbols in the YOUR 20 LETTERS play area.

L. ULTIMATE CROSSWORD (FRONT): There will be a minimum of three (3) vowels in the YOUR 20 LETTERS play area. Vowels are considered to be A, E, I, O, U.

M. ULTIMATE CROSSWORD (FRONT): At least fifteen (15) of the letters in the YOUR 20 LETTERS play area will open at least one letter in the GAME 1 and GAME 2 (11X11) and GAME 3 and GAME 4 (7x7) crossword grids combinations.

N. ULTIMATE CROSSWORD (FRONT): The presence or absence of any letter or combination of letters in the YOUR 20 LETTERS play area will not be indicative of a winning or Non-Winning Ticket.

O. ULTIMATE CROSSWORD (FRONT): Words from the TEXAS REJECTED WORD LIST V.2.2, dated July 2, 2015, will not appear horizontally, vertically or diagonally in the YOUR 20 LETTERS play area when read left to right or right to left.

P. ULTIMATE CROSSWORD (FRONT): On Non-Winning Tickets, there will be at least two (2) completed words in GAME 1 and GAME 2.

Q. ULTIMATE CROSSWORD (FRONT): There will be a random distribution of all Play Symbols on the Ticket unless restricted by other parameters, play action or prize structure.

R. ULTIMATE CROSSWORD (FRONT): GAME 1 and GAME 2 will not have more than nine (9) complete words per grid.

S. ULTIMATE CROSSWORD (FRONT): GAME 3 and GAME 4 will not have more than seven (7) complete words per grid.

T. ULTIMATE CROSSWORD (FRONT): All words will contain a maximum of seven (7) letters in GAME 3 and GAME 4.

U. ULTIMATE BINGO (BACK): The “CALLING AREA” is defined as the “CALLER’S CARD” play area.

V. ULTIMATE BINGO (BACK): The seventy-five (75) Play Symbols (numbers) will be randomly distributed in the “CALLING AREA”’s thirty (30) Play Symbol spots.

W. ULTIMATE BINGO (BACK): The seventy-five (75) Play Symbols (numbers) will be randomly distributed over all “BINGO CARDS” with respect to parameter X below.

X. ULTIMATE BINGO (BACK): The number range used for each letter (B, I, N, G, O) will be as follows: B (1-15), I (16-30), N (31-45), G (46-60) and O (61-75).

Y. ULTIMATE BINGO (BACK): No matching Play Symbols (numbers) will appear in the “CALLING AREA”.

Z. ULTIMATE BINGO (BACK): Each Play Symbol (number) in the “CALLING AREA” will appear on at least one of the “BINGO CARDS”.

AA. ULTIMATE BINGO (BACK): There will be one (1) “FREE” Play Symbol per card fixed in the center of each “BINGO CARD”.

BB. ULTIMATE BINGO (BACK): All Play Symbols (numbers) within each “BINGO CARD” are different.

CC. ULTIMATE BINGO (BACK): Each “BINGO CARD” on a Ticket will be different. Two (2) cards match if they have the same Play Symbols (numbers) in the same spots.

DD. ULTIMATE BINGO (BACK): There can only be one winning pattern on each “BINGO CARD”.

EE. ULTIMATE BINGO (BACK): Non-winning “BINGO CARDS” will match a minimum of three (3) Play Symbols (numbers).

2.3 Procedure for Claiming Prizes.

A. To claim a “ULTIMATE CROSSWORD/ULTIMATE BINGO” Scratch Ticket Game prize of \$20.00, \$40.00, \$50.00, \$100, \$200 or \$500, a claimant shall sign the back of the Scratch Ticket in the space designated on the Scratch Ticket and present the winning Scratch Ticket to any Texas Lottery Retailer. The Texas Lottery Retailer shall verify the claim and, if valid, and upon presentation of proper identification, if appropriate, make payment of the amount due the claimant and physically void the Scratch Ticket; provided that the Texas Lottery Retailer may, but is not required, to pay a \$40.00, \$50.00, \$100, \$200 or \$500 Scratch Ticket Game. In the event the Texas Lottery Retailer cannot verify the claim, the Texas Lottery Retailer shall provide the claimant with a claim form and instruct the claimant on how to file a claim with the Texas Lottery. If the claim is validated by the Texas Lottery, a check shall be forwarded to the claimant in the amount due. In the event the claim is not validated, the claim shall be denied and the claimant shall be notified promptly. A claimant may also claim any of the above prizes under the procedure described in Section 2.3.B and Section 2.3.C of these Game Procedures.

B. To claim a “ULTIMATE CROSSWORD/ULTIMATE BINGO” Scratch Ticket Game prize of \$1,000, \$5,000, \$10,000, \$20,000 or \$500,000, the claimant must sign the winning Scratch Ticket and present it at one of the Texas Lottery’s Claim Centers. If the claim is validated by the Texas Lottery, payment will be made to the bearer of the validated winning Scratch Ticket for that prize upon presentation of proper identification. When paying a prize of \$600 or more, the Texas Lottery shall file the appropriate income reporting form with the Internal Revenue Service (IRS) and shall withhold federal income tax at a rate set by the IRS if required. In the event that the claim is not validated by the Texas Lottery, the claim shall be denied and the claimant shall be notified promptly.

C. As an alternative method of claiming a “ULTIMATE CROSSWORD/ULTIMATE BINGO” Scratch Ticket Game prize, the claimant must sign the winning Scratch Ticket, thoroughly complete a claim form, and mail both to: Texas Lottery Commission, P.O. Box 16600, Austin, Texas 78761-6600. The Texas Lottery is not responsible for Scratch Tickets lost in the mail. In the event that the claim is not validated by the Texas Lottery, the claim shall be denied and the claimant shall be notified promptly.

D. Prior to payment by the Texas Lottery of any prize, the Texas Lottery shall deduct:

1. A sufficient amount from the winnings of a prize winner who has been finally determined to be:

a. delinquent in the payment of a tax or other money to a state agency and that delinquency is reported to the Comptroller under Government Code §403.055;

b. in default on a loan made under Chapter 52, Education Code; or

c. in default on a loan guaranteed under Chapter 57, Education Code; and

2. delinquent child support payments from the winnings of a prize winner in the amount of the delinquency as determined by a court or a Title IV-D agency under Chapter 231, Family Code.

E. If a person is indebted or owes delinquent taxes to the State, other than those specified in the preceding paragraph, the winnings of a person shall be withheld until the debt or taxes are paid.

F. If a person is indebted or owes delinquent taxes to the State, and is selected as a winner in a promotional second-chance drawing, the debt to the State must be paid within 30 days of notification or the prize will be awarded to an Alternate.

2.4 Allowance for Delay of Payment. The Texas Lottery may delay payment of the prize pending a final determination by the Executive Director, under any of the following circumstances:

A. if a dispute occurs, or it appears likely that a dispute may occur, regarding the prize;

B. if there is any question regarding the identity of the claimant;

C. if there is any question regarding the validity of the Scratch Ticket presented for payment; or

D. if the claim is subject to any deduction from the payment otherwise due, as described in Section 2.3.D of these Game Procedures. No liability for interest for any delay shall accrue to the benefit of the claimant pending payment of the claim.

2.5 Payment of Prizes to Persons Under 18. If a person under the age of 18 years is entitled to a cash prize under \$600 from the "ULTIMATE CROSSWORD/ULTIMATE BINGO" Scratch Ticket Game, the Texas Lottery shall deliver to an adult member of the minor's family or the minor's guardian a check or warrant in the amount of the prize payable to the order of the minor.

2.6 If a person under the age of 18 years is entitled to a cash prize of \$600 or more from the "ULTIMATE CROSSWORD/ULTIMATE BINGO" Scratch Ticket Game, the Texas Lottery shall deposit the amount of the prize in a custodial bank account, with an adult member of the minor's family or the minor's guardian serving as custodian for the minor.

2.7 Scratch Ticket Claim Period. All Scratch Ticket prizes must be claimed within 180 days following the end of the Scratch Ticket Game or within the applicable time period for certain eligible military personnel as set forth in Texas Government Code §466.408. Any rights to a prize that is not claimed within that period, and in the manner specified in these Game Procedures and on the back of each Scratch Ticket, shall be forfeited.

2.8 Disclaimer. The number of prizes in a game is approximate based on the number of Scratch Tickets ordered. The number of actual prizes available in a game may vary based on number of Scratch Tickets manufactured, testing, distribution, sales and number of prizes claimed. A Scratch Ticket Game may continue to be sold even when all the top prizes have been claimed.

3.0 Scratch Ticket Ownership.

A. Until such time as a signature is placed upon the back portion of a Scratch Ticket in the space designated, a Scratch Ticket shall be owned by the physical possessor of said Scratch Ticket. When a signature is placed on the back of the Scratch Ticket in the space designated, the player whose signature appears in that area shall be the owner of the Scratch Ticket and shall be entitled to any prize attributable thereto. Notwithstanding any name or names submitted on a claim form, the Executive Director shall make payment to the player whose signature appears on the back of the Scratch Ticket in the space designated. If more than one name appears on the back of the Scratch Ticket, the Executive Director will require that one of those players whose name appears thereon be designated by such players to receive payment.

B. The Texas Lottery shall not be responsible for lost or stolen Scratch Tickets and shall not be required to pay on a lost or stolen Scratch Ticket.

4.0 Number and Value of Scratch Ticket Prizes. There will be approximately 6,000,000 Scratch Tickets in Scratch Ticket Game No. 2002. The approximate number and value of prizes in the game are as follows:

Table 2 of this section

Figure 2:16 TAC GAME NO. 2002- 4.0

A. The actual number of Scratch Tickets in the game may be increased or decreased at the sole discretion of the Texas Lottery Commission.

5.0 End of the Scratch Ticket Game. The Executive Director may, at any time, announce a closing date (end date) for the Scratch Ticket Game No. 2002 without advance notice, at which point no further Scratch Tickets in that game may be sold. The determination of the closing date and reasons for closing will be made in accordance with the Scratch Ticket closing procedures and the Instant Game Rules. See 16 TAC §401.302(j).

6.0 Governing Law. In purchasing a Scratch Ticket, the player agrees to comply with, and abide by, these Game Procedures for Scratch Ticket Game No. 2002, the State Lottery Act (Texas Government Code, Chapter 466), applicable rules adopted by the Texas Lottery pursuant to the State Lottery Act and referenced in 16 TAC, Chapter 401, and all final decisions of the Executive Director.