

South Carolina Education Lottery

Official Crazy 8's Add-A-Play® Game Rules



1. General Provisions

Crazy 8's Add-A-Play® is a promotional game offered by The South Carolina Education Lottery (SCEL). The ticket dispensed from a retailer sales terminal allows a player to know instantly whether he or she has won. This promotion is offered in conjunction with the purchase of a Pick 3®, Pick 4, and/or Palmetto Cash 5 game ticket. A prize may be claimed at an SCEL retail outlet or the SCEL Claim Center in Columbia. This promotional game is scheduled to begin on Monday, February 7, 2011. SCEL reserves the right to suspend or end the promotion at any time without amending the Official Game Rules.

By purchasing a Crazy 8's Add-A-Play® ticket, the player is bound by the Official Game Rules including revisions or amendments.

The Official Crazy 8's Add-A-Play® Game Rules are comprised of: (1) Act 59 of 2001, as amended; (2) the regulations of the South Carolina Education Lottery Commission; (3) any other matters adopted by the Board of Commissioners; (4) the Functional Specification Document for South Carolina, Crazy 8's Add-A-Play®, 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. These items are incorporated into the Official Game Rules by reference and are binding as if printed herein. Each numbered item cited above shall have equal weight unless there is an inconsistency between or among the documents, in which case the document listed first shall be controlling.

Amendments to these rules may be made at any time but must be made in writing and signed by the SCEL Executive Director, or a 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. Crazy 8's Add-A-Play® Features

Crazy 8's Add-A-Play® characteristics:

- Tickets will be sold and validated via the sales terminal.
- A Crazy 8's 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) Crazy 8's Add-A-Play® selections (one dollar [\$1.00] per selection).
- 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. A winning play will display "Auto Win" under an "8". Validation will occur through the lottery retailer terminal, with a ticket checker in a licensed lottery retailer, or by submitting it to the SCEL Claims Center.

3. Crazy 8's Add-A-Play® Game Description

Crazy 8's Add-A-Play® will be sold on its own ticket, but is available for purchase only in combination with a Pick 3®, Pick 4, or Palmetto Cash 5 transaction. **Crazy 8's Add-A-Play® is not available as a stand-alone game. Crazy 8's Add-A-Play® is not available with the purchase of a Powerball® or a Mega Millions® ticket.** The following table provides the game description:

Crazy 8's Add-A-Play®	
Ticket and Game Characteristics	<p><i>About Crazy 8's Add-A-Play®:</i></p> <ul style="list-style-type: none"> The Crazy 8's Add-A-Play® logo will appear at the top of the ticket. The following instructions will be below the title logo: “In each play, find an  symbol and win the prize shown below it.” If the play has an 8 symbol in that play, win the prize amount indicated below the 8 symbol for that play. The five (5) symbols on each play will come from the following options:              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. Each play will be labeled: “Play A.”; “Play B.”; “Play C.”; “Play D.”; and “Play E.” based upon the number of plays purchased. The Pick 3®, Pick 4, or Palmetto Cash 5 game will print first on a single ticket. Up to five (5) separate plays of Crazy 8's 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 Crazy 8's 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. The terminal will prompt the retailer to ask how many Crazy 8's Add-A-Play®s the player wants to purchase.
Cancellation	A Crazy 8's Add-A-Play® ticket CANNOT be canceled.
Ways to Win	Win instantly by locating an 8 symbol in the play. Note: All plays selected randomly.
Winning Amounts	Maximum prize level of Five Hundred (\$500.00) 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 Draws	Not applicable.

4. Probability of Winning

The following table sets forth the probability of winning on a single Crazy 8's Add-A-Play® ticket.

<u>Prize:</u>	<u>Odds:</u>
\$2	1 in 6
\$5	1 in 33.33
\$8	1 in 300
\$10	1 in 300
\$18	1 in 600
\$20	1 in 600
\$50	1 in 1,200
\$500	1 in 12,000

Overall odds of winning a prize are **1 in 4.82**. Odds of not winning a prize are 1 in 1.26. Prizes as a percent of revenue are 69.00 percent.

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 Crazy 8's 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 center of a ticket below the play(s). See Section 8, page 4.

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 Crazy 8's Add-A-Play® ticket, as the numbers should be in sequence with the last game ticket printed (see Section 9).

6. Bearer Instrument

A Crazy 8's 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 **IMMEDIATELY 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 Crazy 8's Add-A-Play® Prizes

A. A winning Crazy 8's 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 Crazy 8's Add-A-Play® ticket may not be divided and shall be considered one claim.

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

8. Crazy 8's Add-A-Play® Ticket Face

The following page displays an example of winning and non-winning plays on a Crazy 8's Add-A-Play® ticket:



00000 08704 00000 04480 36925 14152 62301

**Play A.
 Winning Example**

**Crazy 8's
 Play instructions**

In each play, find an "8" symbol and win the prize shown below it.

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

Play A.	<hr/>				
Fistful Of Cash	Money Roll	Auto Win	Moneybag	Pot Of Gold	
\$18	\$20	\$50	\$8	\$10	

**Play A.
 Winning Amount
 Fifty Dollars**

**Play B.
 Non-winning Example**

Play B.	<hr/>				
Fistful Of Cash	Pot Of Gold	Dollar Sign	Diamond	Single Coin	
\$500	\$8	\$18	\$50	\$20	

**Play C.
 Winning Example**

Play C.	<hr/>				
Pot Of Gold	Fistful Of Cash	Piggy Bank	Auto Win	Money Roll	
\$50	\$10	\$8	\$5	\$18	

**Play C.
 Winning Amount
 Five Dollars**

\$3.00 - 3 Plays

PLEASE SIGN REVERSE SIDE OF THIS TICKET
 IMMEDIATELY AFTER PURCHASE.

Fri. Sep 30, 2011 09:55:46

101171-10117101 0017 TR:00024806

3C8457D52759EB84 1D760B34D0319E06349506FA

00000 08704 00000 04480 36925 14152 62301



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 Crazy 8’s Add-A-Play® ticket. The numbers should be in sequence. Please note the illustration below:

PROCEEDS SUPPORT EDUCATION.

SERIES 02- Player's Care for Tickets:

Do not deface
 Do not iron
 Avoid heat
 Keep dry

PLEASE PLAY RESPONSIBLY
PLEASE DO NOT LITTER

DDP Rev. 11/09

A

598944386

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

PROCEEDS SUPPORT EDUCATION.

SERIES 02- Player's Care for Tickets:

Do not deface
 Do not iron
 Avoid heat
 Keep dry

PLEASE PLAY RESPONSIBLY
PLEASE DO NOT LITTER

DDP Rev. 11/09

B

598944387

Crazy 8’s Add-A-Play® Ticket Back

PROCEEDS SUPPORT EDUCATION.

SERIES 02- Player's Care for Tickets:

Do not deface
 Do not iron
 Avoid heat
 Keep dry

PLEASE PLAY RESPONSIBLY
PLEASE DO NOT LITTER

DDP Rev. 11/09

C

598944388

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

When a player plays Crazy 8's Add-A-Play®, he or she should receive two tickets. As shown on Page 5, the first ticket printed will be the online game ticket (i.e., Pick 3®, Pick 4, or Palmetto Cash 5) the player purchases. The next ticket to print will be the Crazy 8's 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 reverse side of the ticket stock (paper). Depending on where the individual tickets are cut from the sales terminal, more than one number may appear on the back of a ticket (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 Crazy 8's Add-A-Play® wager. However, if new paper is loaded into the sales terminal after the issuance of the Pick 3®, Pick 4, or Palmetto Cash 5 game, but prior to the printing of the Crazy 8's Add-A-Play® ticket, the 9-digit numbers will not be sequential. The serial numbers have no bearing on the playing of Crazy 8's Add-A-Play® or the Pick 3®, Pick 4, or Palmetto Cash 5 game. The serial numbers merely assist the player to ensure that he or she has received the Crazy 8's 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 implement, as deemed 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 Section 5, are deemed not to be a cause for grievance relating to this promotional game. Under any circumstances, regardless of the number of tickets purchased, SCEL's total liability shall not be more than One Hundred (\$100) Dollars to a person who is found to be aggrieved by any aspect of this game (other than a grievance relating to the payment of a claim) or any application or any interpretations of the Official Rules. A ticket(s) that is the basis of an alleged grievance must accompany the written filing required in paragraph 12.
12. A 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 or her designee, will be final as provided by law.

Approved:

s/Paula Harper Bethea
Paula Harper Bethea,
Executive Director

February 3, 2011
Date

Prize Structure

SOUTH CAROLINA EDUCATION LOTTERY								
"CRAZY 8's ADD-A-PLAY"								
PRIZE STRUCTURE								
6,000,000	\$1 TICKETS	\$6,000,000	\$4,140,000	PRIZE FUND - 69.00%				
MARCH 22, 2010 - VERSION A								
PRIZE LEVEL	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	6.00	50.00	40,000	1,000,000	\$2,000,000	48.31%	
2	\$5	33.33	9.00	7,200	180,000	\$900,000	21.74%	
3	\$8	300.00	1.00	800	20,000	\$160,000	3.86%	
4	\$10	300.00	1.00	800	20,000	\$200,000	4.83%	LOW
5	\$18	600.00	0.50	400	10,000	\$180,000	4.35%	83.09%
6	\$20	600.00	0.50	400	10,000	\$200,000	4.83%	
7	\$50	1,200.00	-	200	5,000	\$250,000	6.04%	HIGH
8	\$500	12,000.00	-	20	500	\$250,000	6.04%	16.91%
	TOTAL	4.82	62.00	49,820	1,245,500	\$4,140,000	100.00%	100.00%

* 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	A	B	C	D
\$2	43 = \$86	47 = \$94	52 = \$104	58 = \$116
\$5	12 = \$60	10 = \$50	8 = \$40	6 = \$30
\$8	1 = \$8	1 = \$8	1 = \$8	1 = \$8
\$10	1 = \$10	1 = \$10	1 = \$10	1 = \$10
\$18	1 = \$18	0 = \$0	0 = \$0	1 = \$18
\$20	0 = \$0	1 = \$20	1 = \$20	0 = \$0
	58 \$182	60 \$182	63 \$182	67 \$182

Overall Odds: 1 in 4.82

Odds of Not Winning: 1 in 1.26

Prize Payout Percentage: 69.00%