

# OFFICIAL “MEGAMATCH 6™” GAME RULES SOUTH CAROLINA EDUCATION LOTTERY

The Official “MegaMatch 6™” Game Rules are comprised of: (1) Act 59 of 2001; (2) the regulations adopted by the South Carolina Education Lottery Commission (SCEL); (3) any other matters adopted by SCEL; (4) the Software Functional Specification (“game specifications”); (5) the material presented in this document; and (6) any practices or procedures utilized by SCEL, whether written or unwritten. The items cited herein are incorporated into the Official Game Rules by reference and are binding as if printed below. Each numbered item cited above shall have equal weight unless there is an inconsistency between or among the documents, in which case the document listed first shall be controlling. Amendments to these rules may be made at any time, but must be made in writing and signed by the Executive Director of SCEL, and shall only apply prospectively to games or draws made after the effective date of the change. The Executive Director reserves the right to alter the beginning date referenced in paragraph 1 of Part I or to suspend sales at any time without amendment to these rules.

## I. MegaMatch 6™ Drawings

1. Unless SCEL directs otherwise, a drawing for the MegaMatch 6™ numbers shall be conducted each Tuesday and Friday between 6:59 p.m. and 7:00 p.m. beginning with the draw on Tuesday, February 5, 2008. The drawings will be conducted in a manner prescribed by and under the supervision of SCEL Security personnel.
2. The winning numbers resulting from a given draw are the numbers authorized to be entered into the central gaming system by the independent auditor and are controlling as to validation of a ticket by SCEL or by a SCEL retailer. If an error occurs prior to the completion of the number entry process, SCEL may correct the error and authorize validations accordingly. To ensure the integrity of the central gaming system, once the number entry process is completed and validations are authorized, no correction or alteration to the central gaming system shall occur.

Unless otherwise specified by the Executive Director, all MegaMatch 6™ transactions will be suspended each draw day at 6:45 p.m. and will resume as soon as practicable after the draw. Claim validation should begin within thirty (30) minutes after each MegaMatch 6™ draw break but may be earlier or later as determined by the SCEL Director of Security, or a designee, in consultation with the Director of Information Technology, or a designee.

## II. Playing MegaMatch 6™

1. A player pays five dollars (\$5.00) per play for MegaMatch 6™.  
A player may:
  - (a) present a completed play slip as noted in paragraph 2 of this section;
  - (b) choose to have a set(s) of numbers selected randomly by the central gaming system by marking the “Quick Pick” box on the play slip; or

(c) ask the retailer to manually enter a “Quick Pick” or manually enter a player’s specific selections into the gaming terminal.

The player will receive a printed ticket(s) with the selection(s) chosen by the player. The player is solely responsible for verifying the accuracy of the numbers and draw date(s) printed on the ticket whether the information was entered into the central gaming system by using a play slip or manually entered by the retailer. The play slip is neither a valid receipt nor proof of purchase. The printed ticket is the only valid receipt for claiming a prize.

2. The play slip is comprised of five (5) plays. Each play costs five dollars (\$5). Players may select one (1) to five (5) plays per play slip at a cost of five dollars (\$5) each for a maximum cost of twenty five dollars (\$25) for a single draw. If a player selects the multi-draw option, the maximum cost per play slip increases depending upon the number of draws selected.

For each ticket desired, the player selects six (6) numbers from 1 – 37 on a single play. The player may choose all of their own six (6) numbers or they may mark the “Quick Pick” box to allow the terminal to randomly select some or all of their six (6) numbers (base game line). In addition to the base line six (6) numbers selected on the play slip, each ticket will contain two (2) additional lines (of six (6) numbers) or sets of numbers randomly chosen by the terminal. Each play consists of eighteen (18) numbers in total (base line six (6) + twelve (12) in two (2) Quick Pick lines generated by the terminal).

A player should make a heavy vertical mark in the appropriate boxes on each play panel. Only blue or black ink or pencil should be used on the play slip. Red will not be accepted. If a player makes an error in number selection, the void box at the bottom of that panel should be marked or the player should use another play slip. A player should not erase any item selected on the play slip because the area erased may be read by the scanner. The risk of loss for the scanner read of any erasure or any other errors rests solely with the player.

3. The multi-draw option should only be selected if the player intends to select the next draw and consecutive draw dates beyond the current draw cycle. The multi-draw option does not allow a player to skip a future draw.

The initiation of sales of MegaMatch 6™ after the conclusion a draw break for MegaMatch 6™ is designated as the beginning of a new draw cycle. Beginning with the first draw cycle, the multi-draw option on the play slip may be selected for consecutive draws up to ten (10) inclusive of the current draw cycle. The total number of consecutive draws that may be purchased may be revised in the future.

4. The sales terminal will not acknowledge or process any transaction relating to MegaMatch 6™ while sales for MegaMatch 6™ are suspended during the draw break. MegaMatch 6 tickets cannot be cancelled.

5. If the player receives a damaged, mutilated or illegible ticket or if the sales terminal fails to produce a ticket, the retailer shall provide the player with a new ticket reflecting the

player's original selection(s) or another play in the same amount of the original ticket as directed by the player.

### III. MegaMatch 6™ Prize Structure & Odds

1. A single MegaMatch 6 ticket may win in any or all of four (4) ways:
  - (a.) Match four (4), five (5), or all six (6) of the numbers on the first or top horizontal line of numbers on the face of the ticket;
  - (b) Match four (4), five (5), or all six (6) of the numbers on the second or middle horizontal line of numbers on the face of the ticket;
  - (c) Match four (4), five (5), or all six (6) of the numbers on the third or bottom horizontal line of numbers on the face of the ticket; and / or
  - (d) Match five (5), six (6), seven (7), eight (8), nine (9), or ten (10) or more numbers in any combination on any and across all of the three (3) lines on the face of the ticket.
  
2. The prize structure and odds for MegaMatch 6™ are:

Prize from a single Horizontal Line:

<b>MATCHING NUMBERS</b>	<b>ODDS</b>	<b>PRIZE</b>
<b>All 6 of 6 Numbers</b>	1 in 2,324,784	Jackpot
<b>Any 5 of 6 Numbers</b>	1 in 12,499	\$500
<b>Any 4 of 6 Numbers</b>	1 in 334	\$20

Each Jackpot begins at Five Hundred Fifty Thousand and no/100s (\$550,000.00) dollars and increases in Twenty Five Thousand and no/100s (\$25,000.00) dollar minimum increments after each draw cycle until the jackpot prize is won. Potential increases in the Jackpot above the \$25,000.00 increments established in these rules, shall be based upon actual sales of MegaMatch 6 tickets. The decision of whether an incremental increase of the Jackpot above \$25,000.00 shall occur is within the sole discretion of SCEL. The manner of calculating Jackpot incremental increase adjustments based upon actual sales and the timing for such adjustments is also within the sole discretion of SCEL. The Jackpot amount, as determined pursuant to these rules, is not subject to protest or challenge.

The Jackpot will be proportionally divided among all ticket holders based upon the number of Jackpot winning lines (a horizontal line containing all six matching numbers indicating that the Jackpot is eligible to be claimed for the specified drawing), irrespective of whether or not all tickets generated with a Jackpot winning line(s) are claimed.

3. Multi-Line Win Options:

<b>MATCHING NUMBERS</b>	<b>ODDS</b>	<b>PRIZE</b>
<b>Any 10 or more of 18</b>	1 in 39,574	\$5000
<b>Any 9 of 18 Numbers</b>	1 in 4,353	\$500
<b>Any 8 of 18 Numbers</b>	1 in 608	\$50
<b>Any 7 of 18 Numbers</b>	1 in 116	\$20
<b>Any 6 of 18 Numbers</b>	1 in 30	\$10
<b>Any 5 of 18 Numbers</b>	1 in 11	\$7

All matching numbers count toward total matches for combination wins, including duplicate numbers.

4. The overall odds for winning a prize is 1 in 7.2.

#### **IV. MegaMatch 6™ Claims**

1. An on-line ticket is a bearer instrument and, as such, the player should treat the ticket as cash. SCEL is not responsible for lost or stolen on-line tickets. Players should fill in the claim information in the space provided on the reverse side of the ticket and sign the ticket immediately after the purchase. The individual presenting a ticket for validation is presumed to be the owner of the ticket. SCEL assumes no liability for claims made by third parties and once paid, SCEL's liability ends.

2. A MegaMatch 6™ claim of Five Hundred Fifty Thousand (\$550,000) Dollars or more must be presented in person at any SCEL Claims Center. The Executive Director may alter this limit without notice or formal amendment to these rules.

The risk of loss for any ticket and/or claim form mailed or sent by other means to SCEL remains with the player. Payment of a prize is subject to SCEL security, validation, and eligibility requirements.

3. A ticket must be presented for validation within one hundred eighty (180) days from the date of the drawing for the MegaMatch 6™ game in which the prize was won. The central gaming system will not validate a ticket after one hundred eighty (180) days from the date of the draw for a MegaMatch 6™ game ticket and a prize will not be paid for any such ticket.

4. Taxes and other withholdings will be deducted from a winner's proceeds as required by law and the winner is solely responsible for his or her tax liability. A winner's actual tax liability will depend exclusively on the winner's other income and deductions; withholdings may or may not cover sums ultimately due.

#### **V. General Provisions Applicable to Retailers**

The Executive Director, as authorized by the Commission, may from time to time, as he deems appropriate, implement a sales incentive program for licensed lottery retailers. These incentives may be changed, eliminated, or withheld at any time without amendment to these rules.

/s Ernie Passailaigue  
Ernie Passailaigue, Executive Director

February 1, 2008  
Date