

OFFICIAL GAME RULES

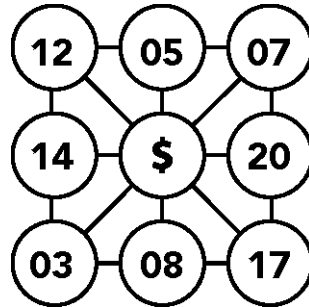
Lucky Links Day

Table of Contents	
Part	Page Number
Part I Term and Brief Game Description	1
Part II Definitions	1
Part III Game Description, Characteristics and Drawing Information	2
A. Game Designation	2
B. Game Design	2
C. Game Purchases	3
D. Ticket Format	3
E. Ticket Stock	3
F. Ticket Price	3
G. Play Restrictions and Play Styles	3
H. Drawing Information	4
Part IV Prizes, Liability Limits, Ticket Validation Requirements and Prize Claim Information	4
A. Statistical Information	4
B. Top Prize Liability Limits	6
C. Entitlement to Prizes	6
D. Ticket Validation Requirements	6
E. Claiming and Payment of Prizes	7
Part V Disputes	7
Part VI Applicable Law	8

OFFICIAL GAME RULES Lucky Links Day

PART I TERM AND BRIEF GAME DESCRIPTION. The Lucky Links Day game (the "Game") described in these Official Game Rules shall commence sales no sooner than April 26, 2015 and shall continue until terminated. Upon a decision to terminate the Game, the Connecticut Lottery Corporation shall publicly announce a termination date. The first Drawing for the Game shall be held no sooner than April 27, 2015. The Game and its Drawings are separate from and independent of the Lucky Links Night game and its drawings.

The Game is a Terminal Lottery Game with a base price of two dollars (\$2.00) per wager. For each wager, a Player receives a Game Ticket featuring eight (8) randomly selected numbers and a Free Spot. A sample Play Area is pictured below:



Eight (8) Winning Numbers are randomly drawn in each daily (mid-day) Drawing. As described more fully in Parts III and IV of these Official Game Rules, if any matching Winning Numbers present on the Player's Game Ticket, plus the Free Spot (if applicable), combine to form two (2) or more straight horizontal, straight vertical or straight diagonal Lines on that Ticket, the Player wins a prize.

For an optional additional one dollar (\$1.00) per wager, a Player may purchase an add-on feature, 2XPOWER, which multiplies certain Game prizes by a factor of two (2).

PART II DEFINITIONS.

- A. "2XPOWER" shall mean an optional add-on feature of the Game that, for an additional one dollar (\$1.00) per wager, multiplies by a factor of two (2) the prize values for forming three (3), four (4), five (5), or six (6) Lines on a Game Ticket.
- B. "Advance Action" shall mean the placing of wagers using the same set of Quick Pick numbers in multiple, consecutive Drawings, at intervals to be determined by the CLC. Purchasers may make an Advance Action wager by conveying their selection to a Retailer. An Advance Action purchase always includes the next Drawing.
- C. "Claimant" or "Winner" shall mean any natural person or legal entity submitting a winning Game Ticket within the prize claim period.
- D. "CLC" shall mean the Connecticut Lottery Corporation.
- E. "Drawing" shall mean the formal process of selecting Winning Numbers that conclusively determine the number of winning Tickets for each prize level of the Game.
- F. "Free Spot" shall mean the center position on each Game Ticket's Play Area. No number shall be assigned to the Free Spot. The Free Spot shall be denoted by the dollar sign (\$) on the Play Area. The Player may use the Free Spot, plus two (2) matching Winning Numbers, to form a Line.

- G. "Game Ticket" or "Ticket" shall mean a Terminal-generated wager accepted by the Terminal Gaming System meeting the specifications described in these Official Game Rules.
- H. "High-Tier Claim Center" shall mean a Retailer where CLC prizes of up to five thousand dollars (\$5,000) can be redeemed.
- I. "Liability Limit" shall refer to the CLC's limit for paying Top Prize claims, as described more fully in Part IV Section B of these Official Game Rules.
- J. "Line" shall mean either three (3) Winning Numbers, or two (2) Winning Numbers and the Free Spot, that form a straight horizontal, straight vertical or straight diagonal pattern on the Play Area. As illustrated in the diagrams in Part IV Section A of these Official Game Rules, there are eight (8) possible straight horizontal, straight vertical and straight diagonal patterns on each Game Ticket that may be used to form a Line: three (3) horizontal; three (3) vertical; and two (2) diagonal.
- K. "Play Area" shall mean the portion of the Game Ticket consisting of nine (9) circles in a three circle by three circle (3x3) grid. Eight (8) of the circles contain the Player's numbers, which are randomly selected by the Terminal Gaming System. The ninth (9th) circle, positioned in the center of the Play Area, contains the Free Spot. A sample Play Area is pictured in Part I of these Official Game Rules.
- L. "Player" or "Purchaser" shall mean a natural person or legal entity buying a Game Ticket in accordance with these Official Game Rules.
- M. "President" shall mean the President of the CLC.
- N. "Promotions" shall mean the CLC's marketing or advertising intended to increase sales of the Game through a discount, rebate, increased prize amounts, or such other means determined by the CLC.
- O. "Quick Pick" shall mean the random selection of eight (8) numbers on a Game Ticket resulting in a wager accepted by the Terminal Gaming System.
- P. "Replay" shall mean a feature where a Player may utilize the barcode(s) of already purchased Game Tickets to duplicate another Game Ticket of the same price, for the same number of Drawings, with the same Quick Pick number selections, and any other options, including whether the Player purchased 2XPOWER.
- Q. "Retailer" shall mean a natural person or legal entity licensed by the State of Connecticut Department of Consumer Protection and authorized by the CLC to sell and redeem Game Tickets.
- R. "Terminal" shall mean a device for selling CLC tickets, including, but not limited to, Retailer Terminals and Self-Service Terminals ("SSTs") that operate in conjunction with the Terminal Gaming System to issue and validate CLC transactions. SSTs may include, but shall not be limited to, Player Activated Terminals ("PATs") and Ticket Vending Machines ("TVMs").
- S. "Terminal Gaming System" shall mean the computer wagering system used by the CLC for the purpose of issuing and redeeming tickets in a Terminal Lottery Game, including the Game.
- T. "Terminal Lottery Game" shall mean a CLC game for which wagers are accepted by the Terminal Gaming System.
- U. "Top Prize" shall mean the first prize amount awarded when a Game Ticket forms eight (8) Lines.
- V. "Winning Numbers" shall mean the eight (8) numbers that are randomly selected in each Drawing

and used to determine the winning play(s) contained on a Game Ticket.

PART III GAME DESCRIPTION, CHARACTERISTICS AND DRAWING INFORMATION.

- A. Game Designation. For purposes of identification, the Game shall have a designated game number in the Terminal Gaming System.
- B. Game Design. The Game is an eight-of-twenty-two (8-of-22) matrix-style game. Each Game Ticket features eight (8) numbers randomly selected by the Terminal Gaming System. The center position on each Ticket's Play Area is a Free Spot. A sample Play Area is pictured in Part I of these Official Game Rules. Eight (8) Winning Numbers are randomly selected in each Drawing. A Player wins a prize if any matching Winning Numbers present on a Player's Game Ticket, plus the Free Spot (if applicable), combine to form two (2) or more Lines on that Ticket's Play Area.
 - 1. 2XPOWER. For an additional one dollar (\$1.00) per wager, a Player can purchase an optional add-on that multiplies by a factor of two (2) the prizes won when the Player's Ticket forms three (3), four (4), five (5), or six (6) Lines. For example, a Player who purchases 2XPOWER and whose Ticket forms three (3) Lines in a Drawing wins a total of twenty dollars (\$20) (ten dollars [\$10] multiplied by two [2]). 2XPOWER prizes are detailed in Part IV Section A of these Official Game Rules.
 - 2. During a Promotion, the CLC President may, in her/his discretion, increase the 2XPOWER multiplier to a factor of her/his choosing.
- C. Game Purchases. Game Tickets must be purchased from a Terminal operated by a Retailer, an SST, or by such other means as approved by the CLC. All purchases shall be Quick Picks; no playslip is required or permitted.
- D. Ticket Format. Game Tickets must include at least the following information: the Quick Pick numbers; Game logo or Game name; Ticket cost; Terminal number; barcode; Replay (if selected); whether 2XPOWER was purchased; serial number; selling date; time stamp; and Drawing date. Advance Action Tickets shall show the beginning and ending Drawing dates.
- E. Ticket Stock. Game Tickets shall be sold through the Terminal Gaming System and shall be printed on ticket stock approved for use by the CLC.
- F. Ticket Price.
 - 1. Cost Per Wager. Each Game Ticket shall be sold at retail at the prices established by the CLC.
 - a. Game Tickets may be purchased at a base price of two dollars (\$2.00) per wager. The Player receives one (1) play for each two dollars (\$2.00) wagered.
 - b. Game Tickets with 2XPOWER may be purchased for one dollar (\$1.00) more than the base wager. The Player receives one (1) play for each three dollars (\$3.00) wagered.
 - 2. Tickets as Prizes. The CLC may offer Game Tickets as a Promotion or a prize in any other CLC game.
 - 3. Promotions. The CLC may offer Game Tickets through Promotions, including Promotions that offer a discount, rebate, or increased prize amounts.
- G. Play Restrictions and Play Styles.
 - 1. Play Restriction. Game Tickets shall not be sold to or purchased by anyone under the age of eighteen (18). No one under the age of eighteen (18) may cash Game Tickets.
 - 2. Ineligible Players. Game Tickets shall not be purchased by, and a prize won by any such Ticket or share, either in whole or in part, shall not be paid to:

- a. A current CLC employee or a current CLC Board Member.
 - b. Natural persons and legal entities issued a vendor or affiliate license by the State of Connecticut Department of Consumer Protection in connection with the CLC's operations, as authorized under Conn. Gen. Stat. § 12-815a, and anyone otherwise prohibited from playing CLC games by reason of any contract or agreement with the CLC.
 - c. An immediate family member (related by blood, adoption, marriage, domestic partnership or civil union) of an individual described in parts a and b of this Section G.2 residing as a member of such individual's household.
3. Ticket Cancellations Prohibited. Ticket bearers cannot cancel or void a Game Ticket by returning the Game Ticket to a Retailer or to the CLC. A Game Ticket that is accepted by the Retailer as a returned Ticket shall be owned by the bearer thereof. These prohibitions also apply to a Game Ticket that may be printed in error by the Retailer. No Game Ticket, or physical portion thereof, that may be used to claim a prize shall be returned to the CLC for credit.
 4. Claims. A Game Ticket, subject to the validation requirements of the CLC as detailed in Part IV Section D of these Official Game Rules, shall be the only proof of a Terminal-generated wager, and the submission of a winning Game Ticket to the CLC or its Retailer shall be the sole method of claiming a prize or prizes.
 5. Prize Claim Period. Winning Game Tickets must be redeemed within one hundred eighty (180) calendar days from the date of the Drawing.
 6. Prize Payments. The CLC will not pay prizes that are less than or more than the prize amounts established in these Official Game Rules and any applicable Promotion. Retailers shall only pay the prize amounts established by the CLC. All Game prizes will be paid in a lump sum upon completion of validation procedures.
 7. Player Responsibility. It shall be the Player's sole responsibility to verify the accuracy of the Game play and the other data printed on the Game Ticket. The placing of an accurate wager is the Player's responsibility.
- H. Drawing Information. Drawings shall take place daily (mid-day) Monday through Sunday at a time selected in the President's sole discretion. Drawings shall be open to the public.

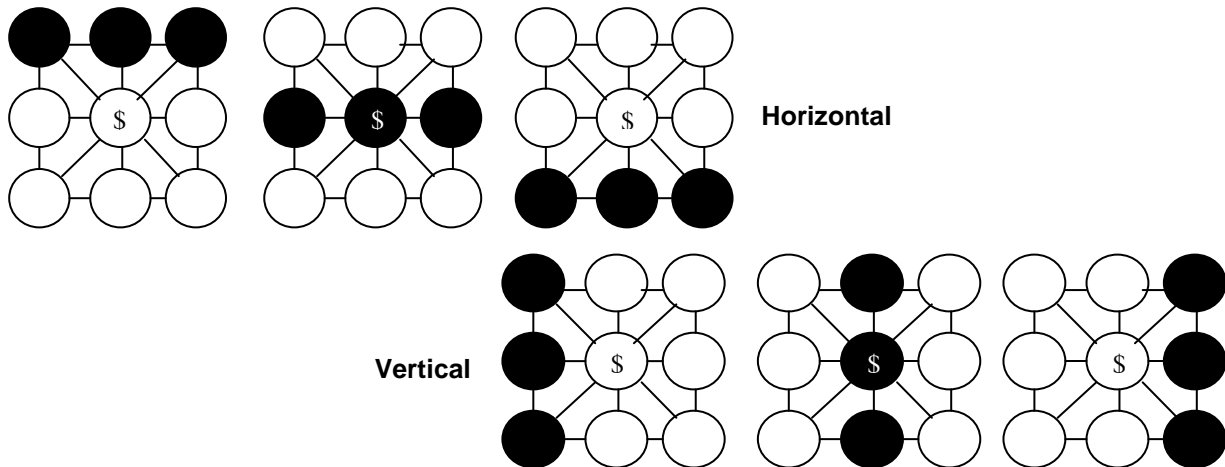
PART IV PRIZES, LIABILITY LIMITS, TICKET VALIDATION REQUIREMENTS AND PRIZE CLAIM INFORMATION.

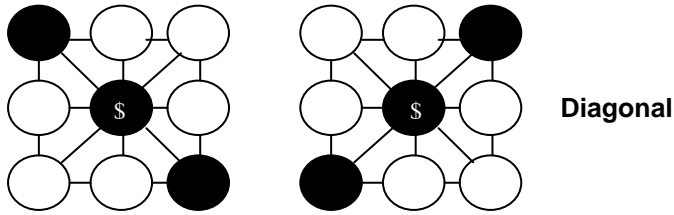
- A. Statistical Information. The following tables and diagrams describe how to win, Game prizes, odds of winning, and prize payout.

GAME ODDS	
Overall Odds of Winning a Game Prize With or Without 2XPOWER	1 in 8.38

Lucky Links Day Prize Table <u>Without</u> 2XPOWER—\$2 Wager			Lucky Links Day Prize Table <u>With</u> 2XPOWER—\$3 Wager	
Lines	Prize	Odds of Winning: 1/	2XPOWER Prize	
7-8 Lines*	\$50,000**	319,770.00	<i>Does Not Apply</i>	
6 Lines	\$1,000	5,710.18	\$2,000	
5 Lines	\$100	1,343.57	\$200	
4 Lines	\$50	292.83	\$100	
3 Lines	\$10	45.05	\$20	
2 Lines	\$5	10.78	<i>Does Not Apply</i>	
Overall prize payout without 2XPOWER is approximately 63.1% and may vary by Drawing. Overall prize payout with 2XPOWER varies by 2XPOWER participation levels.				
*A Ticket that forms seven (7) Lines automatically forms eight (8) Lines (7-8).				
**Split prize liability only applies to the Top Prize. The Top Prize may be split if there are multiple winners, in accordance with Part IV Section B of these Official Game Rules. Split prizes may be lower than published prize amounts.				

Diagrams of all eight (8) possible straight horizontal, straight vertical and straight diagonal patterns that may be used to form a Line:





B. Top Prize Liability Limits.

1. A Top Prize is based on a liability that will be split equally among the number of Top Prize winning Game Tickets. The Top Prize Liability Limit is one million dollars (\$1,000,000) per Drawing.
 - a. One (1) to Twenty (20) Top Prize Winning Tickets. If there are between one (1) and twenty (20) (inclusive) Top Prize winning Tickets for a Drawing, the prize awarded for each Top Prize winning Ticket shall be fifty thousand dollars (\$50,000).
 - b. Twenty-One (21) or More Top Prize Winning Tickets. If there are twenty-one (21) or more Top Prize winning Tickets for a Drawing, the Top Prize liability for that Drawing shall be capped at one million dollars (\$1,000,000) and shall be split equally among all Top Prize winning Tickets.
 - c. There shall be no pool rollovers and no prize carry-overs for any prize level in any Drawing.

C. Entitlement to Prizes. The bearer of a winning Game Ticket shall be entitled only to a single prize for forming the highest number of Lines on that Ticket.

D. Ticket Validation Requirements.

1. The CLC will not pay a claim unless the Game Ticket meets and passes all security validation criteria. Such Ticket shall be the only valid proof of the wager placed and must be presented to claim or redeem a prize. It shall be the bearer's responsibility to present a Ticket that can be validated in accordance with the validation criteria, as established in the CLC's sole discretion.
2. In addition to the above requirements, in order to be deemed a valid winning Ticket, all of the following conditions must be met:
 - a. The validation data on the Ticket must be present in its entirety and must correspond, using the Terminal Gaming System's validation files, to the information printed on the Ticket for the Drawing date(s) printed on the Ticket.
 - b. The Ticket must not be stolen, counterfeit, altered, fraudulent, unissued, issued in error, unreadable, not received, unclaimed, not recorded by the CLC within applicable deadlines, lacking in captions that conform and agree with the play symbols appropriate to the Game, or not in compliance with specific rules or with the CLC's confidential validation and security tests. The CLC shall not be responsible for payment of any prize in connection with such a Ticket.
 - c. The Ticket must have been issued by a Terminal on approved ticket stock.
 - d. The Ticket must not have been stolen, to the knowledge of the CLC at the time of presentation.
 - e. The Ticket data must have been recorded in the Terminal Gaming System prior to the Drawing, and the Ticket data must match this computer record in every respect. In the event of a difference between information as printed on the Ticket and as accepted by the Terminal Gaming System, the wager accepted by the Terminal Gaming System shall be the valid wager.
 - f. The number selections, Ticket serial number, validation data and the Drawing date(s) of an apparent winning Ticket must appear in the Terminal Gaming System's files of winning Tickets, and a Ticket with that exact data must not have been previously paid.

- g. The Ticket must not be unregistered, defectively printed or printed/produced in error to the extent that it cannot be processed and/or validated by the CLC.
 - h. There must not be any other violation of these Official Game Rules in relation to the Ticket that, in the opinion of the CLC President, justifies invalidation.
 - i. A Game Ticket shall satisfy all the requirements established by the CLC for the validation of winning Tickets sold through the Terminal Gaming System.
 3. A Game Ticket submitted for validation that fails any of the preceding requirements shall not be entitled to or paid any prize money.

E. Claiming and Payment of Prizes.

1. Game prizes may be redeemed or claimed at CLC Headquarters, Retailers or High-Tier Claim Centers. Retailers may cash single winning Tickets up to and including five hundred ninety-nine dollars (\$599); High-Tier Claim Centers may cash single winning Tickets up to and including five thousand dollars (\$5,000); single winning Tickets over five thousand dollars (\$5,000) must be cashed at CLC Headquarters. Prizes of fifty thousand dollars (\$50,000) or more must be claimed in person at CLC Headquarters. The processing of winning Tickets shall be completed in accordance with the CLC's cashing and claiming policies and procedures.
2. State and federal withholding taxes, and any other required deductions, where applicable, shall be withheld from prizes in such amounts as are required by law.
3. Game prizes shall not be paid to any person(s) explicitly prohibited from playing the Game, as described more fully in Part III Section G.2 of these Official Game Rules, or as set forth in other applicable law.
4. Lost or stolen Game Tickets shall not be honored or processed for payment or replacement. The CLC shall not be responsible for lost or stolen Game Tickets.
5. Where multiple Claimants are entitled to a prize, the name of all Claimants should appear on the back of the winning Ticket. If that is not possible, the name of at least one (1) Claimant must appear on the back of the Ticket, and the existence of other Claimants must be indicated (for example, by using words to the effect of "etc." or "et al."). In such a situation, a list of all Claimants must be submitted. The CLC shall be discharged of all liability upon payment to those Claimants indicated on the back of the Ticket or on such list. If a Ticket is owned in unequal shares, the CLC may pay any prize attributable to that Ticket in such unequal proportion, unless doing so would constitute an unreasonable burden upon the CLC, in which case the CLC reserves the right to make payment to one (1) Claimant designated by all the other Claimants. Payment to such designated Claimant shall discharge the CLC from all liability for the payment of that prize to all the other Claimants.
6. Consistent with Connecticut law, a winner's name and city/town, the date/amount of win, and the name/location of the Retailer that sold the winning Ticket are public information and, as such, may be disclosed in a press release or press conference. Winning is a newsworthy event. Therefore, winners may be requested to participate in events such as an interview or a press conference.

PART V DISPUTES. If a defective Game Ticket is purchased, if the CLC determines to adjust an error, or if there is a dispute between the CLC and a Game Ticket bearer as to whether the Game Ticket is a winning Ticket and if that Ticket prize is not paid, the President may, in his/her sole discretion, reimburse the Game Ticket bearer the purchase price of the Ticket, supply a coupon/voucher of equal sales value, or both. This shall be the sole and exclusive remedy to the bearer of the Game Ticket.

PART VI APPLICABLE LAW.

- A. These Official Game Rules apply to all Game purchases, claims and payments. In purchasing and presenting a Game Ticket, Purchasers and Claimants agree to comply with and be bound by all applicable Connecticut and federal laws, these Official Game Rules, and the CLC Rules of Operation. In the event of any inconsistency among these, the following order of precedence shall prevail in resolving such inconsistency: first, the applicable provisions of Connecticut or federal law; second, these Official Game Rules; and, third, the CLC Rules of Operation.

- B. In the event of any occurrence not covered by these Official Game Rules, Purchasers and Claimants shall abide by the decisions of the CLC President, who shall make such decisions in the best interests of the CLC and the State of Connecticut. In all cases of doubt, the CLC President's sole and exclusive determination shall be final and binding.