



## Ohio Administrative Code

### Rule 3770:1-9-786 Game rule seven hundred eighty-six.

Effective: January 21, 2023

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(A) Title and term. Ohio lottery commission game rule number seven hundred eighty-six, "Monopoly Cashword 10X" will be conducted at such times and for such periods as the commission may determine. For the purposes of this rule, "sales cycle" will mean any such period, including reprints, beginning on the date when ticket sales are commenced and continuing through the date established by the director as the date on which sales agents are to make their final settlement with respect to tickets allocated to them during the period in game rule number seven hundred eighty-six.

(B) General design.

(1) Game rule number seven hundred eighty-six is an extended play game and is generally known as an "instant lottery."

(2) Prize values and play symbols will be concealed by an opaque covering that may be scratched off by the holder of the ticket to reveal a total of eighteen "Your 18 Letters." The player will then scratch off each letter in the "Cashword Puzzle" play area that matches "Your Letters." To win a prize award, the player must uncover three or more horizontal or vertical words using "Your Letters." The prize amount won is determined by comparing the number of uncovered words in the "Cashword Puzzle" to the corresponding "Prize Legend." Each letter appearing in the "Your 18 Letters" play area may appear more than once in the "Cashword Puzzle" play area. Each "Word" must contain at least three of "Your Letters." Letters combined to form a complete "Word" must appear in an unbroken horizontal or vertical sequence within the "Cashword Puzzle" play areas. An unbroken string of letters cannot be interrupted by a black space and each "Word" must contain every single letter square between two black spaces. A "Word" cannot be formed by connecting the letters diagonally, by reading the letters from right to left or from bottom to top, or by using only a portion of the letters in a complete "Word." Words within words are not eligible for a prize. The player will remove the covering over the "Community Chest." If the player reveals a "Prize" amount in the "Community Chest" box, the player wins that "Prize". If the player reveals a "1X, 2X, 5X OR 10X"



multiplier symbol in the "CHANCE" box, the player will multiply the total prize amount won by the multiplier revealed in the "Chance" box.

(3) The only "prize values" which will appear on a ticket in game rule number seven hundred eighty-six are: three words, four words, five words, six words, seven words, eight words, nine words, ten words, two dollars, three dollars, five dollars, ten dollars, twenty dollars, twenty-five dollars, seventy-five dollars, one hundred dollars, four hundred dollars, five hundred dollars, and one thousand dollars. Numbers, prize values and play symbols appearing on any ticket in game rule number seven hundred eighty-six will be concealed by an opaque covering which may be scratched off by the holder of the ticket to reveal the underlying numbers, prize values and play symbols.

(C) Price of tickets. The price of a ticket issued by the commission in game rule number seven hundred eighty-six will be two dollars.

(D) Structure, nature, and value of prize awards.

(1) There will be one type of prize in game rule seven hundred eighty-six, a "prize award."

(2) As used in this rule, "prize award" will mean one of the following monetary figures which is the total of all winning prize values appearing on the ticket: two dollars, four dollars, five dollars, ten dollars, twenty dollars, twenty-five dollars, fifty dollars, one hundred dollars, two hundred dollars, five hundred dollars, one thousand dollars, two thousand dollars, and twenty thousand dollars. Each ticket in game rule number seven hundred eighty-six will be imprinted in such a way that prize awards from the set listed above may be won.

(E) Number of prize awards. The number of prize awards in any sales cycle of game rule number seven hundred eighty-six will depend upon the number of tickets sold during that cycle. However, distribution and availability for public purchase may be affected by, but not limited to, circumstances such as stolen, defective, missing, damaged, promotional, returned or partial reordered tickets. Tickets will be printed in accordance with this rule using random techniques in order that the following occur:

(1) Combinations winning each prize award are randomly distributed throughout all tickets printed in



any given ticket issuance; and

(2) For each line in column one of the appendix to this rule, the player having the prize value and multiplier, if any, on that same line in column three will win the prize award on the same line in column four; and in a pool of six million tickets sold, mathematical reasoning suggests that the number of tickets having that prize value and multiplier, if any, on a given line in column three should be as set forth on that same line in column five.

(F) Tickets sold. Chances of winning and the number of winning tickets are established at the time of printing and will change as prizes are won.

(G) Frequency of prize drawings.

(1) Random imprinting of prize awards on all tickets issued in game rule number seven hundred eighty-six will be accomplished in a manner that complies with the commission's rules and procedures.

(2) When a ticket issued in game rule number seven hundred eighty-six is sold or deemed sold in accordance with this rule, and the covering material over any of the numbers, prize values and play symbols has been removed, the holder will be deemed to have drawn the numbers, prize values and play symbols on that ticket, which determine whether the holder is entitled to a prize award. All prize awards will be deemed announced no later than the last day of the sales cycle of game rule number seven hundred eighty-six in which the ticket was sold.

(H) Special claim, entry, receipt and validation procedures. The director will establish special claim, entry, receipt and validation procedures, including procedures for validation by sales agents of tickets winning prize awards, which are to be paid by sales agents in accordance with commission rules. Prize awards will be claimed within the time limits set forth by commission rules.

(I) Validity of tickets.

(1) A mechanical error in printing prize awards, symbols, words or other numbers on a ticket will not automatically invalidate that ticket. To the extent feasible, the director will establish procedures by



which the holder of any ticket on which information is incorrectly printed due to mechanical malfunction may be advised of correct information for the ticket. If it is not technically feasible to recover the information from a mechanically misprinted ticket, the director may declare the ticket void and the holder will be entitled to a return of the ticket price or a replacement ticket of comparable price.

(2) In addition to, but not in limitation of, all other power and authority conferred on the director by the commission's rules, the director may declare a ticket in game rule number seven hundred eighty-six void if it is stolen, deactivated, not sold or deemed not sold in accordance with commission rules; if it is illegible, mutilated, altered, counterfeit, misregistered, reconstituted, miscut, defective, printed or produced in error or incomplete; if the ticket fails any of the validation tests or procedures established by the director; or if the ticket is obtained in violation of commission rules, including, but not limited to, by way of prize discounting prohibited under rule 3770-3-01 of the Administrative Code. The commission's liability and responsibility for a ticket declared void, if any, is limited to refund of the retail sales price of the ticket or issuance of a replacement ticket of comparable price.

(J) Director's conduct of game rule number seven hundred eighty-six.

(1) The director will conduct game rule number seven hundred eighty-six, and any promotions associated therewith, in a manner consistent with the Lottery Act and the rules of the commission including, without limitation, this rule. The director will inform the public of the provisions of this rule, and the procedures established pursuant hereto, which affect the play of game rule number seven hundred eighty-six. The director reserves the right to declare any instant game as unavailable for sale at any time to maintain game integrity and accountability.

(2) Names and definitions of elements of game rule number seven hundred eighty-six used in this rule are to be considered generic terms used solely for purposes of this rule. In actual operation, game rule number seven hundred eighty-six and these elements may be given names or titles chosen by the commission.