


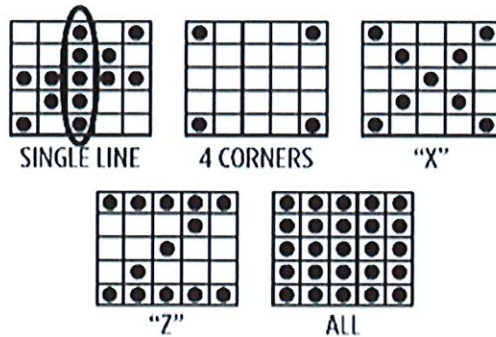


**Game Number 0160
HOLLY JOLLY BINGO**

1. The name of Fast Play game number 0160 is “HOLLY JOLLY BINGO”.
2. Tickets in Fast Play game number 0160 shall sell for three dollars (\$3) per ticket, unless otherwise adjusted by temporary price reductions or other promotional activities conducted or authorized by the Commission.
3. (a) Each ticket in Fast Play game number 0160 shall contain a total of seventy-seven (77) play symbols and a total of five (5) “WINNING PATTERNS.”
(b) Each play symbol is represented as follows:


1	2	3	4	5	6	7	8	9	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					

- (c) Each possible pattern is represented as follows:




4. (a) To play a ticket in Fast Play game number 0160, the ticket must be validly purchased from a Hoosier Lottery terminal.


(b) A prize is won if the play symbols in the area labeled as "CALL NUMBERS" match the play symbols in either of the areas labeled as "CARD 1" or "CARD 2" and complete any of the patterns shown in the "WINNING PATTERNS". Each CARD is



played separately. The "" (CANDY CANE) play symbol is a free space. Only the highest prize will be awarded for each winning CARD. If prizes are won on both CARDS, the ticket may be redeemed for the sum of both prizes.



(1) "CARD 1"



(a) If five (5) of the "CALL NUMBERS" play symbols match and complete a single line (horizontal, vertical or diagonal) in "CARD 1", the ticket may be redeemed

for three dollars (\$3). The "" (CANDY CANE) play symbol may be used to complete the line pattern if found in the winning line.


(b) If four (4) of the "CALL NUMBERS" play symbols match and complete the  "4 CORNERS" (FOUR CORNERS) pattern in "CARD 1", the ticket may be redeemed for ten dollars (\$10).

(c) If eight (8) of the "CALL NUMBERS" play symbols and a "" (CANDY CANE) play symbol match and complete the  (X) pattern in "CARD 1", the ticket may be redeemed for twenty-five dollars (\$25).

(d) If twelve (12) of the "CALL NUMBERS" play symbols and a "" (CANDY CANE) play symbol match and complete the  (Z) pattern in "CARD 1", the ticket may be redeemed for one hundred dollars (\$100).

(e) If twenty-four (24) of the "CALL NUMBERS" play symbols and a "" (CANDY CANE) play symbol match and complete the  (ALL) pattern in "CARD 1", the ticket may be redeemed for five hundred dollars (\$500).

(2) "CARD 2"

(a) If five (5) of the "CALL NUMBERS" play symbols match and complete a single line (horizontal, vertical or diagonal) in "CARD 2", the ticket may be redeemed for five dollars (\$5). The "" (CANDY CANE) play symbol may be used to complete the line pattern if found in the winning line.

(b) If four (4) of the "CALL NUMBERS" play symbols match and complete the



“**4 CORNERS**” (FOUR CORNERS) pattern in “CARD 2”, the ticket may be redeemed for twenty dollars (\$20).

(c) If eight (8) of the “CALL NUMBERS” play symbols and a “” (CANDY





CANE) play symbol match and complete the “**X**” (X) pattern in “CARD 2”, the ticket may be redeemed for fifty dollars (\$50).

(d) If twelve (12) of the “CALL NUMBERS” play symbols and a “” (CANDY



CANE) play symbol match and complete the “**Z**” (Z) pattern in “CARD 2”, the ticket may be redeemed for two hundred and fifty dollars (\$250).

(e) If twenty-four (24) of the “CALL NUMBERS” play symbols and a

“” (CANDY CANE) play symbol match and complete the “**ALL**” (ALL) pattern in “CARD 2”, the ticket may be redeemed for five thousand dollars (\$5,000).

5. Fast Play game number 0160, “HOLLY JOLLY BINGO,” is not cancellable once printed.

6. (a) The odds for each prize level are as follows:

PRIZE STRUCTURE	
WIN:	ODDS 1 IN:
\$5,000	240,000.00
\$500	60,000.00
\$350	16,000.00
\$250	12,000.00
\$100	9,600.00
\$75	4,000.00
\$60	2,666.67
\$50	2,086.96
\$30	1,920.00
\$25	1,142.86
\$20	738.46
\$10	25.26
\$8	13.33
\$5	12.31
\$3	8.28
TOTAL:	3.12

Prize payout: 65.89%
Overall odds: 1 in 3.12

7. For a Fast Play ticket to be validated, all of the following must be met:

(1) The ticket must be printed on paper stock which was validly issued to and used by the terminal from which the ticket was printed at the time of purchase;

(2) The ticket has not been altered, torn, misprinted, found to be illegible, defaced, or damaged in such a manner that validation is impossible;

(3) The ticket is not counterfeit in whole or in part;

(4) The ticket has not been reconstituted or tampered with in any manner;

(5) The typeface and artwork of play symbols, captions, or characters used as play selections must correspond with the typeface and artwork of play symbols or characters established by the Commission in these approved Game Rules, working papers, or other specifications applicable to the play of game number 0160;

(6) Each play symbol or character must be present in its entirety and fully legible or the ticket must be capable of being validated via the ticket barcode or transaction number as printed on the ticket; and

(7) The ticket must pass any additional validation test prescribed by the Commission, which for security reasons may be confidential in nature.

8. Tickets for Fast Play game number 0160 are drawn from a constantly replenished statewide pool of winning and non-winning outcomes based on the established odds. When an outcome, winning or non-winning, is randomly selected from the pool, it is then immediately replaced so the pool size and chance to win each prize remains the same for each ticket.

9. Tickets expire 180 days from date of purchase and cannot be redeemed.

Approved:

By: Carrie B. Stroud

Carrie B. Stroud, CPA

Chief of Staff, State Lottery Commission of Indiana

Date: 9/19/2023