




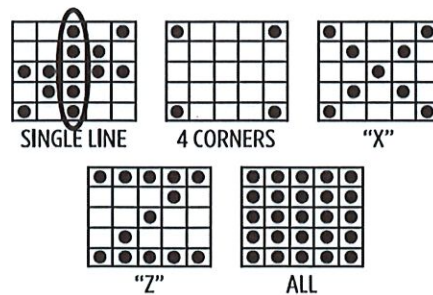
**Game Number 0100
BLAZIN' BINGO**

1. The name of Fast Play game number 0100 is "BLAZIN' BINGO".
2. Tickets in Fast Play game number 0100 shall sell for two dollars (\$2) 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 0100 shall contain a total of seventy-seven (77) play symbols (twenty-five (25) symbols denoted as "CARD 1", twenty-five (25) symbols denoted as "CARD 2" and twenty-seven (27) denoted as "CALL NUMBERS") and a total of five (5) patterns denoted as "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 0100, 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 "  " (FLAME) 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 four (4) of the "CALL NUMBERS" play symbols and a "  " (FLAME) play symbol match and complete a single line (horizontal, vertical or diagonal) in "CARD 1", the ticket may be redeemed for two dollars (\$2).

(b) If five (5) of the "CALL NUMBERS" play symbols match and complete a single line (horizontal or vertical) in "CARD 1", the ticket may be redeemed for two dollars (\$2).


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

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

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

(f) If twenty-four (24) of the "CALL NUMBERS" play symbols and a "  " (FLAME) play symbol match and complete the  " (ALL) pattern in "CARD 1", the ticket may be redeemed for one thousand dollars (\$1,000).


(2) "CARD 2"

(a) If four (4) of the "CALL NUMBERS" play symbols and a "  " (FLAME) play symbol match and complete a single line (horizontal, vertical or diagonal) in "CARD 2", the ticket may be redeemed for three dollars (\$3).

(b) If five (5) of the "CALL NUMBERS" play symbols match and complete a single line (horizontal or vertical) in "CARD 2", the ticket may be redeemed for three dollars (\$3).


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



the “” (FOUR CORNERS) pattern in “CARD 2”, the ticket may be redeemed for fifteen dollars (\$15).


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



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



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



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

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



“” (FLAME) play symbol match and complete the “” (ALL) pattern in “CARD 2”, the ticket may be redeemed for two thousand, five hundred dollars (\$2,500).

5. Fast Play game number 0100, “BLAZIN’ BINGO,” is not cancellable once printed.

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

PRIZE STRUCTURE	
WIN:	ODDS 1 IN:
\$2,500	240,000.00
\$1,000	120,000.00
\$350	80,000.00
\$275	80,000.00
\$250	24,000.00
\$100	16,000.00
\$75	16,000.00
\$60	9,600.00
\$50	6,000.00
\$25	600.00
\$15	120.00
\$10	60.00
\$5	16.00
\$3	9.60
\$2	7.74
TOTAL:	3.10

Prize payout: 63.96%
Overall odds: 1 in 3.10

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, captions, or characters established by the Commission in these approved Game Rules, working papers, or other specifications applicable to the play of game number 0100;

(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 0100 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.

10. This document expires sixty (60) days after the last claim date established for Fast Play game number 0100.

Approved:

By: Carrie B. Stroud
Carrie B. Stroud, CPA
Chief of Staff, State Lottery Commission of Indiana

Date: 8/13/2020