

SUBSTANTIVE POLICY STATEMENT

This Substantive Policy statement is advisory only. A substantive policy statement does not include internal procedural documents that only affect the internal procedures of the agency and does not impose additional requirements or penalties on regulated parties or include confidential information or rules made in accordance with the Arizona Administrative Procedure Act. If you believe that this substantive policy statement does impose additional requirements or penalties on regulated parties, you may petition the agency under Arizona Revised Statutes section 41-1033 for a review of the statement.

FAST PLAY GAME DEVELOPMENT POLICY

Arizona Lottery
Executive Director: Gregory R. Edgar
Information: (480) 921-4431
Policy No. 93
December 2019

Pursuant to 5-554(D) the Arizona Lottery establishes this substantive policy regarding Fast Play game design to streamline development and approval of new Fast Play games.

BACKGROUND

Arizona Revised Statute (ARS) 5-554(D) authorizes the Lottery Executive Director, subject to the approval of the commission, to “establish procedure or practice that relates to an existing online game or a new online game that is the same type and has the same type of game play-style as an online game currently being conducted by the lottery or may modify an existing rule for an existing online game or a new online game that is the same type and has the same type of game play-style as an online game currently being conducted by the lottery, including establishing or modifying the matrix for an online game by giving notice of the establishment or modification at least thirty days before the effective date of the establishment or modification.”

Fast Play is a style of game that gives players a chance to win a cash prize instantly, independent of any drawing. Depending upon the specific game, a series of play symbols or numbers are generated and used to identify whether a particular Fast Play ticket is a winner of one or more instant prizes. The game is dispensed on demand from retailer terminals or Lottery vending machines on traditional draw game ticket paper.

Some games include progressive jackpots, where the game jackpot increases each time a ticket is sold but the jackpot is not won. When the progressive jackpot is won, the jackpot for the next ticket is reset and resumes increasing under the same formula.

Due to the instant nature of the game, flexibility is needed to add or subtract games at any time depending upon a particular game’s popularity with Lottery players.

POLICY

If a new Fast Play game meets all of the requirements as outlined below, and the Lottery Commission is notified of the new game thirty (30) days prior to the launch of the new game, approval from the Lottery Commission shall not be required.

Game Requirements

Each game shall have a Game Profile and at a minimum, the Profile shall contain the following information:

Game name – must be culturally sensitive.

Game number – three digit number unique to each game and game run.

Retail sales price – any denomination between \$1 and \$30.

Game Playstyle – must be any one, or a combination, of the playstyles listed in AAC R19-3-703:

1. Match Two: The player shall win the prize or prizes indicated by uncovering two identical play symbols on a play area.
2. Match Three: The player shall win the prize or prizes indicated by uncovering three identical play symbols on a play area.
3. Add-Up: The player shall win the prize or prizes indicated in either of the following ways:
 - The player adds up the play symbols and the amount is greater than or equal to the designated key symbol on the ticket, or
 - The player adds up the play symbols designated for the player and the total is greater than or equal to the control key symbol or symbols.
4. Tic-Tac-Toe: The player shall win the prize or prizes indicated by uncovering three identical play symbols, in any row, or any column, or any diagonal, on a multi-symbol grid on the play area.
5. Key Symbol or Symbols Match: The player shall win the prize or prizes indicated by uncovering the play symbol or symbols identical to the designated key play symbol or symbols.
6. Key Symbol or Symbols Beat: The player shall win the prize or prizes indicated by uncovering the play symbol or symbols designated for the player in the ticket play area which is greater than the control play symbol or symbols.
7. Symbols in Sequence: The player shall win the prize or prizes indicated by uncovering the designated play symbols in the specified sequential order.
8. Spell Outs: The player shall win the prize or prizes indicated by uncovering the play symbols to form the designated word or words.
9. In Between: The player shall win the prize or prizes indicated by uncovering the play symbol or symbols designated for the player with a value less than the highest control play symbol or symbols and greater than the play lowest control play symbol or symbols.
10. Bingo: The player shall win the prize or prizes indicated by uncovering the play symbols on the designated play area or areas that are identical to the play symbols uncovered on the control play area to form the specified pattern or patterns.
11. Pattern: The player shall win the prize or prizes indicated by uncovering the play

symbol or symbols on a multi- symbol play area that follow a designated pattern.

12. Legend: The player shall win the prize or prizes indicated by uncovering the designated number or type of play symbols that correspond to a legend.
13. Coordinates: The player shall win the prize or prizes indicated by uncovering a play symbol or symbols that direct the player to a location on the play area to reveal the specified play symbol, or the number or pattern of play symbols.
14. Find: The player shall win the prize or prizes indicated by uncovering the designated play or prize symbol.
15. Maze: The player shall win the prize or prizes indicated by uncovering the directional symbols to make a path or paths leading to a designated prize symbol.
16. Grid: The player shall win the prize or prizes indicated by uncovering a specified number or pattern of play symbols on a grid on the play area.
17. Elimination: The player shall win the prize indicated by uncovering the corresponding prize or symbol on a prize table to eliminate all but one remaining prize amount or symbol.
18. Sets: The player shall win the prize or prizes indicated by uncovering the designated group or groups of play symbols, without repetition or deletion of any play symbol, within a specified location of the play area.

Special Features - Each of the playstyles described above may include one or more special features such as “automatic win,” “multiplier,” “wild,” “win all,” “extra chance,” or “free space” that provides an added or alternative method of winning.

Play and win instructions –

1. The play symbols will be the only determining factor for prize eligibility for a valid ticket.
2. Eligibility to win a prize is based on compliance with the designated playstyle as listed above.
3. Each Fast ticket will consist of one or more “WINNING NUMBERS” or “WINNING SYMBOLS” sections that are generated and printed on the ticket at the time of purchase in accordance with a playstyle described above.
4. Each Fast Play ticket will include either “YOUR NUMBERS” or “YOUR SYMBOLS” sections for each play area, or instructions regarding symbol matching for casino-style games. Any play numbers or symbols will be generated and printed on the ticket at the time of purchase.
5. A Fast Play game may include more than one playstyle on a single Fast Play ticket. In such case each game printed on a single ticket is played separately and may not be combined with the other games on the ticket to form winning combinations.

Play symbols – Prize symbols may be numbers, letters, characters, or any other symbols that can be distinguished amongst a grouping by the player. Except in the instance of a letter as a play symbol, each symbol will include a graphical component as

a text component directly beneath the graphic. All non-alphanumeric symbols must meet the following criteria:

1. Each symbol can be distinguished from all other symbols in the game
2. Culturally sensitive

Prize structure – Prize structures will be based upon ticket price point and game playstyle and will vary even between similar games to provide multiple winning options to players, such as more chances to win smaller prizes, fewer winning chances for larger prizes, and progressive jackpots. This policy covers prize structure ranges for games with a retail sales price between \$1 and \$30 as outlined below:

- Progressive jackpots start between \$1,000 and \$5,000 depending upon price of game
- Estimated Prize Fund (amount of game revenue paying game prizes): 60% – 80%
- Estimated Overall Odds: 1 in 3 to 1 in 10

<u>Prize Tier</u>	<u>Potential Prize Amount</u>	<u>Percentage of Prizes in Tier</u>
Low	\$1 - \$25	30 - 70
Medium	\$26 - \$200	20 - 50
High	>\$201	10 - 30

Any games outside of this range will require full Commission review.

The following features are NOT included in this policy and will require full Commission review:

1. Retailer validation codes, if any
2. Any additional drawing requirements

Ticket Layout and Design – Each game ticket will follow the layout in Appendix I.

Approved by the Lottery Commission December 20, 2019

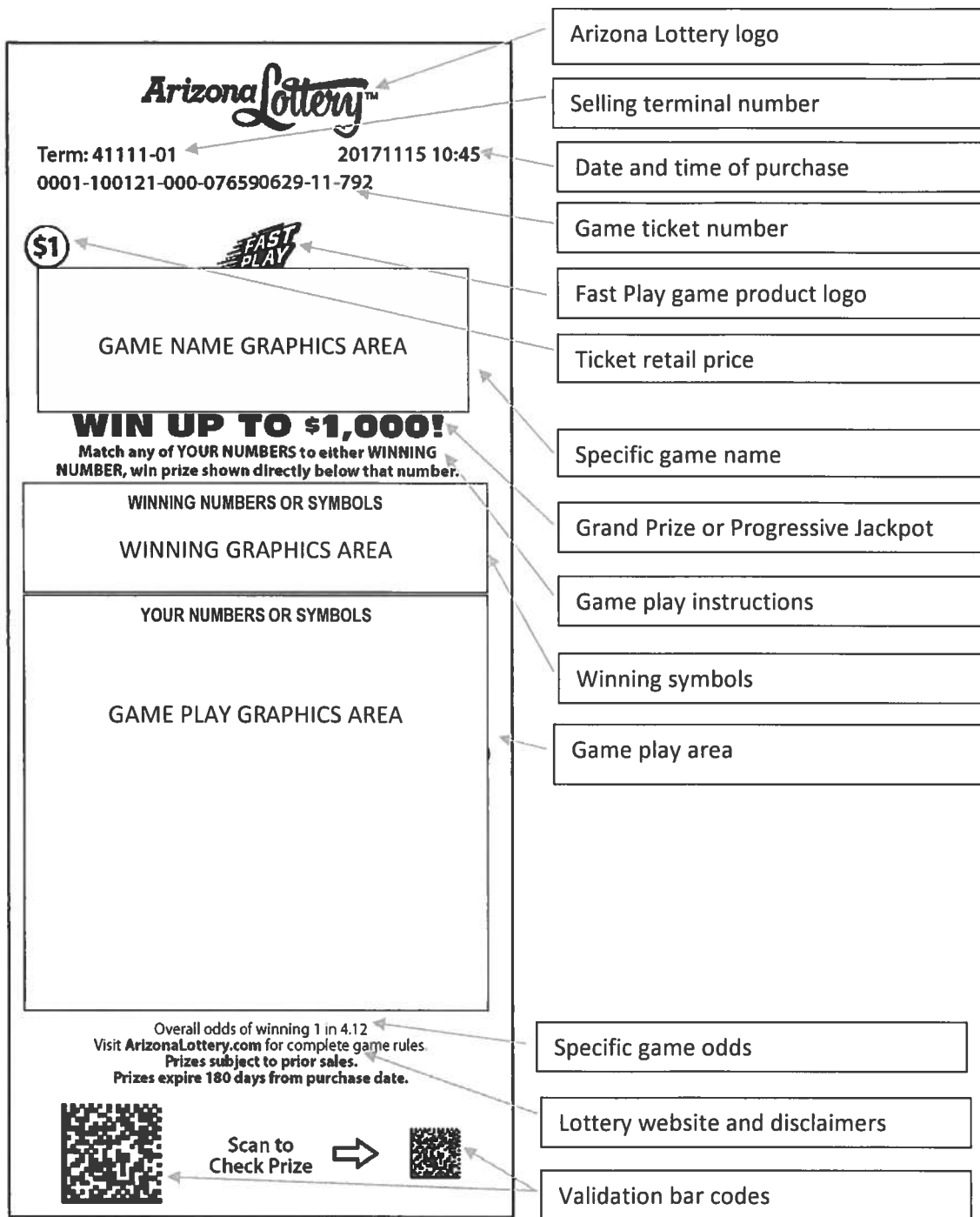


Gregory Edgar, Executive Director

12/26/19

Date

APPENDIX I – General* Ticket Design and Layout



- * This diagram shows generalized locations only:
- Game play instructions may appear in different locations and/or multiple times on a ticket.
 - “Winning” numbers/symbols may not be applicable to casino style games.