

OREGON STATE LOTTERY
DIVISION 200
GENERAL VIDEO LOTTERY GAME RULES

September 18, 2011

177-200-0005 Definitions

For purposes of Division 200, the following definitions apply except as otherwise provided in OAR Chapter 177, or unless the context requires otherwise.

- (1) **“Cash slip”** means the receipt issued by a Video LotterySM game terminal for the payment of a player’s credits remaining at the end of play or for the payment of a Jackpot Prize.
- (2) **“Specialty Game(s)”** refers to Video LotterySM games that offer some prizes greater than \$600, such as the Lottery’s Platinum Spin Series games.
- (3) **“Jackpot Prize”** refers to a prize won during Specialty Game play that is greater than \$600.

177-200-0010 Game Requirements

(1) **General:** To play a Video LotterySM game, a player deposits cash into a Video LotterySM game terminal that displays the deposit as a number of credits to which the player is entitled. Each credit represents a monetary amount as specified in each Video LotterySM game. The player purchases a game play by wagering one or more credits. Prizes are paid on the terminal in the form of credits. A player may wager the credits that the player has won on additional game plays or may direct the terminal to issue a cash slip for the remaining credits. For Jackpot Prizes, the terminal will automatically cash out the Jackpot Prize and issue a cash slip for amount of the Jackpot Prize to the player.

(2) **Bonus Game Plays:** In addition to the prizes paid as credits, and depending on the specific game, bonus game plays may be awarded to a player. A prize awarded on an individual bonus game play is independent of the original game play and, except for a Jackpot Prize, may not exceed \$600.

(3) **Odds of Winning:** A close approximation of the odds of winning some prize for each game must be displayed on a Video LotterySM game terminal screen or a help screen. Each game also must display the amount wagered and the amount awarded for each possible winning occurrence based on the number of credits wagered on a game play.

(4) **Payout Tables:** Each game shall provide a method for a player to view payout tables for that game.

(5) **Age Requirement:** To play a Video LotterySM game, a player must be at least 21 years of age.

177-200-0011 Accuracy of Wagers

It is the sole responsibility of a player to verify the accuracy of a wager placed on a Video LotterySM game terminal by the player. The Lottery is not responsible for any wager placed in error. The Lottery will not cancel wagers or provide refunds.

177-200-0012 Ownership of Cash Slips

(1) **General:** Except for a cash slip claimed jointly in accordance with the provisions of OAR 177-046-0110(6), until such time as a name of an individual or individuals is imprinted or placed upon a cash slip, a cash slip is a bearer instrument and is owned by the bearer of the cash slip.

(2) **Owner:** When a name is placed upon a cash slip in the designated area, the cash slip ceases to be a bearer instrument. The individual(s) whose name(s) appears in that area on the cash slip is the owner(s) of the cash slip. More than one name may be placed on a cash slip.

(3) **Natural Person:** Only a natural person who is at least 21 years of age may own a cash slip and claim payment for it.

(4) **Joint Owners:** Multiple individuals at least 21 years of age may jointly own and claim payment as owners of a cash slip. Multiple individuals hold the cash slip as tenants in common. Multiple individuals may specify the percentage of ownership each person holds. Each individual must hold \$1.00 of the cash slip value at a minimum.

177-200-0015 Game Play Price

The price of a game play for a Video LotterySM game shall be clearly displayed on the terminal screen during play.

177-200-0020(T) Payment of Video LotterySM Game Cash Slips

(1) **Original Cash Slip:** Except as set forth in sections (7) and (8) of this rule, an original cash slip is the only valid receipt for claiming prizes or for redeeming credits remaining on a terminal. A copy of a cash slip has no pecuniary or prize value and does not constitute evidence of a cash slip.

(2) **Retailer Validation Requirements:** A retailer shall pay a cash slip only if:

- (a) The cash slip is presented for payment at the retailer location that issued the cash slip.
- (b) The individual presenting the cash slip is 21 years of age or older and authorized to play under these rules and Oregon statutes.
- (c) The cash slip is presented to the retailer within 28 days of the date it was properly issued.
- (d) It is intact and legible and meets all the Lottery's security requirements.

- (e) It is not counterfeit, fraudulent, lacking the correct captions, altered, tampered with in any manner, or obtained from the Lottery or Lottery retailer by any fraudulent means.
- (f) The information appearing on the cash slip corresponds with the computer record of the cash slip data recorded in the Lottery's central computer system.
- (g) It has not been previously paid, and
- (h) It is not a prize that must be validated and paid at Lottery Headquarters in Salem, such as a Jackpot Prize.

(3) **Retailer Validation Exception:** If a cash slip is not intact or legible, the prize or credits that would have otherwise appeared on the cash slip may nevertheless be paid by the retailer as follows:

(a) **Software Validation:** Upon notification by a player that a Video LotterySM game terminal issued a cash slip that is not intact or legible, the retailer shall obtain a validation number from the terminal. If the retailer is able to obtain a validation number from the terminal that corresponds to the time and amount of the credits claimed by the player, then the retailer shall validate the prize or credits that would otherwise have appeared on the cash slip through the validation terminal and pay the player.

(A) **Software Validation Report:** If the retailer pays the player pursuant to section (3)(a) of this rule, the retailer must complete a Retailer Software Validation Report signed by the player and the retailer. The retailer must retain the report for one year. The retailer must group the reports by month and must make them available for audit by the Lottery immediately upon request. The retailer must retain and attach the damaged or illegible cash slips to the reports.

(B) **Validation Number Unavailable:** If the retailer is unable to obtain a validation number from the terminal that corresponds to the time and amount of the credits claimed by the player as required by subsection (3)(a), the player may request payment of the cash slip from the Lottery as provided in section (8) of this rule.

(b) **Jackpot Prize Cash Slip Not Issued, Intact, or Legible:** If a cash slip for a Jackpot Prize is not intact or legible, the player and the retailer must complete a Video Problem Report form, attach the cash slip or all available portions of the cash slip to the form if available, and must submit the form and the cash slip to the Lottery for investigation. The Jackpot Prize may be paid as set forth in section (7) and (8) of this rule.

(4) **Limitation on Retailer Validation and Payment of Cash Slip:** A retailer must not attempt to validate, and may not pay, a cash slip for any Jackpot Prize. A retailer shall only validate and pay non-Jackpot Prize cash slips issued by Video LotterySM game terminals located on its premises.

(5) **Retailer Payment of Cash Slip:** Upon validation of a cash slip as set forth in sections (2) and (3) of this rule, a retailer may pay the amount due in cash or check, or any combination

thereof. A retailer must not pay a cash slip in tokens, chips, or merchandise, or charge a fee for paying a cash slip or for issuing payment.

(a) **Dishonored Retailer Check:** If a retailer's check is dishonored, the player may seek payment from the Lottery by presenting a copy of the dishonored check to Lottery Headquarters, Player Services Office, 500 Airport Road SE, Salem, Oregon during Lottery business hours, or by mailing a copy of the dishonored check with a winner claim form to Lottery Headquarters, P.O. Box 14515, Salem, Oregon 97309. If the Lottery determines that payment of the cash slip is authorized, the retailer has not paid the cash slip, and it is unlikely that the retailer will pay the cash slip, the Lottery may then issue a check to the claimant in the amount of the cash slip.

(b) **Possible Contract Termination:** A retailer that pays a cash slip with a check that is dishonored may be subject to termination of the Lottery Retailer Contract.

(6) **Lottery Validation and Payment of Cash Slips:** Payment of a cash slip may be made at Lottery Headquarters, Player Services, 500 Airport Road SE, Salem, Oregon. Validation and payment of a cash slip for a Jackpot Prize must be made at Lottery Headquarters in Salem. The cash slip must be presented for payment no sooner than the next Lottery business day after it is issued, must meet all of the requirements in sections (1) and (2) of this rule, and must be delivered to the Lottery in person or by mail at P.O. Box 14515, Salem, Oregon 97309 (registered mail recommended) before 5:00 P.M. within one year of the date that the cash slip was issued. If the final day of the one-year claim period falls on a day when the Oregon Lottery Headquarters is not open to the general public, such as a weekend, Lottery holiday, or furlough closure day, the claim period shall be extended until 5:00 p.m. on the next day the Oregon Lottery Headquarters is open to the general public. Upon validation of a cash slip, the Lottery will pay the amount due less any applicable tax withholding. For cash slips of \$600 or less, payment may be made by check, cash card, or any combination thereof. For cash slips of more than \$600, payment will be made by check. Payment may be made in person or by mail.

(7) **Lack of Cash Slip or Validation Number:** If a player does not have a cash slip, or a retailer was unable to obtain a validation number, the Lottery will conduct an investigation of a claim presented for payment to the Lottery. The investigation will determine the reasons or causes for the failure of the terminal to produce a cash slip or to print an intact and legible cash slip, and why the retailer was unable to obtain a validation number.

(a) **Payment:** The Lottery may pay the claim if the Lottery can determine from its investigation that the credit was on the terminal identified by the player at the time claimed, and that no cash slip has been paid on the claim.

(b) **Signed Statement:** The Lottery will not pay any such claim without a signed statement by a player. The player's statement must contain game play information that can be compared to data in the Lottery's central computer system that substantiates that the player won a prize in the amount and at the time claimed, and information from which the Lottery reasonably can determine that the claim has not been paid.

(c) **Jackpot Prize:** The Lottery will not pay the claim for a Jackpot Prize without receipt of a Video Problem Report form as described in section (3)(b) of this rule.

(8) **Lottery Validation Exceptions:** If a cash slip cannot be validated because the cash slip data is not recorded on the Lottery's central computer system, the Director may still authorize payment if:

(a) The Lottery conducts an investigation of the claim, and

(b) The Director concludes that the claimant was an authorized player and that the absence of a record of the cash slip data in the Lottery's central computer system was the result of either a technical problem in the Video LotterySM game terminal or a communications problem that prevented the recording of the credits in the Lottery's central computer system.

(9) **Subsequent Claims:** If a cash slip improperly paid by a retailer is later submitted for payment to the Lottery, the Lottery may collect the amount of the cash slip from the retailer's EFT account. The Lottery may conduct an investigation to determine if the Lottery properly made payment.

(10) **Withholding of Payment:** The Lottery may withhold payment of any cash slip claim presented to it until the expiration of the 28-day prize claim period at the retailer's location for prizes payable by the retailer or until the completion of any investigation by the Lottery to determine if payment is proper.

177-200-0032(T) Collection from EFT Account for Cash Slips Not Paid by Retailer and Limitation on Reimbursement

(1) **Jackpot Prize Cash Slips:** The Lottery shall collect the amount of any Jackpot Prize cash slip issued at a retailer establishment through the retailer's EFT account for the same business week the Jackpot Prize cash slip is issued.

(2) All Other Cash Slips:

(a) For a non-Jackpot Prize cash slip that is presented to the Lottery and which has been recorded in the Lottery's central computer system, the Lottery shall collect the amount of the cash slip through the retailer's EFT account for the business week that the Lottery issues payment, unless the amount has already been collected through the retailer's EFT account under subsection (c) of this section.

(b) For a non-Jackpot Prize cash slip payment made by the Lottery under OAR 177-200-0020(7) or (8), the Lottery shall collect the amount of the cash slip through the retailer's EFT account for the business week the Lottery issues payment, unless the amount has already been collected through the retailer's EFT account.

(c) If a non-Jackpot Prize cash slip is not redeemed within 28 days of the date it was issued, the Lottery will collect the amount of the cash slip through the retailer's EFT account during the business week following the end of the 28 day period.

(d) If a cash slip that is not properly validated and is paid by a retailer is later submitted for payment to the Lottery and the Lottery pays the cash slip, the Lottery may collect the amount of the cash slip from the retailer's EFT account.

(3) **Limitation on Reimbursement for Payment of Cash Slip:** As set forth in OAR 177-200-0020, a retailer may not attempt to validate and may not pay a cash slip for any Jackpot Prize, and may only validate and pay a non-Jackpot Prize cash slip issued by a Video LotterySM game terminal located on its premises. If a retailer validates and pays a cash slip issued from another location, or pays a cash slip for a Jackpot Prize, the Lottery will not reimburse the retailer's EFT account for the payment.

177-200-0050 Method of Determining Winners

Each Video LotterySM game terminal must have a random number generator that will determine the occurrence of a specific card, symbol, or number to be displayed on the video screen during a game play. A selection process will be considered random if it meets the requirements of OAR 177-200-0055.

177-200-0055 Requirements for Randomness Testing

(1) **Chi-Squared Analysis:** Each card position, symbol position, or number position must satisfy the 99 percent confidence limit using standard chi-squared analysis. For purposes of this rule, chi-squared analysis is the sum of the squares of the difference between the expected result and the observed result. Card position means the first card dealt, second card dealt in sequential order, up to the last card dealt. Symbol position means the first symbol drawn, second symbol drawn in sequential order, up to the last symbol drawn. Number position means first number drawn, second number drawn in sequential order, up to the 20th number drawn.

(2) **Run Test:** Each card position, symbol position, or number position must not produce a significant statistic with regard to producing patterns of occurrences. For purposes of this rule, the run test is a mathematical statistic that determines the existence of recurring patterns within a set of data. Each card, symbol, or number position will be considered random if it meets the 99 percent confidence level with regard to the run test or any similar pattern-testing statistic.

(3) **Correlation Test:** Each card position, symbol position, or number position must be independently chosen without regard to any other card, symbol, or number drawn within that game play. This test is the correlation test. Each pair of card, symbol, or number positions is considered random if it meets the 99 percent confidence level using standard correlation analysis.

(4) **Serial Correlation Test:** Each card position, symbol position, or number position must be independently chosen without reference to the same card, symbol, or number position in the previous game. This test is the serial correlation test. Each card, symbol, or number position is considered random if it meets the 99 percent confidence level using standard serial correlation analysis.

(5) **Outside Influences:** The random number generator and selection process must be impervious to influences from outside devices including, but not limited to, electromagnetic interferences, electrostatic discharge, and radio frequency interferences.

177-200-0060 Requirements for Percentage Payout

The maximum payout percentage for the Lottery's Video LotterySM games is 96 percent. Extended play games may exceed this number.

177-200-0065 Video LotterySM Game Management

(1) **Video Game Management:** The Director of the Lottery shall manage the Video LotterySM games installed on its Video LotterySM game terminals pursuant to ORS 461.200. The Director may revise the Lottery's Video LotterySM games at any time and in any manner. The Lottery is under no obligation to continue to operate existing games and may initiate new or revised games at any time.

(2) **Retailer's Sales:** A retailer's sales of all Lottery tickets and shares and sales of non-Lottery products are the prime factors considered by the Lottery in managing the games installed on its Video LotterySM equipment. A retailer's sales from Video LotterySM games must comply with the provisions of OAR 177-040-0017 or 177-040-0061 and OAR 177-045-0030.

(3) **Removal of Games:** The Lottery may furnish or remove video games from equipment on a retailer's premises at any time for any reason. The Lottery may limit the amount of time that a game is available at any time for any reason.

(4) **Test Equipment:** With the consent of the retailer, the Lottery may test new or revised games on its equipment on a retailer's premises.

(5) **Operation of Other Laws:** This rule does not preclude the Lottery from removing any or all of its games installed on its equipment or limiting the time or hours the games are operational pursuant to any other applicable law or contract provision.

177-200-0070 Requirements for Poker Games

Video LotterySM game terminals offering poker games must meet the following requirements:

(1) **General:** Standard decks of 52 playing cards shall be used. Jokers may be added to the decks if the resulting payout percentages meet the requirements of OAR 177-200-0060.

(2) **Shuffling:** When the deck is shuffled, it must be shuffled randomly and frozen. All cards used for play must be taken in order from the top of the deck. All cards needed for play must be stored in the non-volatile memory of the Video LotterySM game terminal. Non-volatile memory is a device that stores information that cannot be erased or destroyed when power is disconnected to the Video LotterySM game terminal. The manufacturer need not represent the whole deck in memory. Shuffling is the process of generating the cards possibly used in the play and may be conducted in any manner that satisfies the randomness tests in OAR 177-200-0055.

(3) **Dealing:** The program must deal the first cards in the order they are contained in the shuffled deck to the player. For draw poker games or hands, the player must have the option to hold or discard one or more of the cards initially drawn according to the game design. Any autohold features that assist players in their decision as to which of the cards to hold and discard for the

chance to obtain a winning combination must be displayed. Any cards that are discarded must be replaced by the remaining cards in the deck by a predefined process that draws any additional cards in the order they are contained in the shuffled deck.

(4) **Initial Cards:** If the initial cards dealt constitute a winning hand or hands according to the game's pay table, the Video LotterySM game terminal must automatically notify the player of the winning hand or hands, display the kind of hand (e.g., one pair, two pair, three of a kind), and the potential prize amount.

(5) **Conclusion of Play:** At the conclusion of each game play, the Video LotterySM game terminal must display the winning combinations, if any, and the amount won.

(6) **Extended Play:** An extended play option may be included.

177-200-0075 Requirements for Video Line Games

(1) **General:** A video line game must meet the following requirements:

(a) **Randomness:** The program must select numbers and symbols that satisfy the randomness requirements of OAR 177-200-0055.

(b) **Multi-Line Game Play:** When more than one line is played during a game play, each individual line that is brought into play by wagering additional credits must be clearly identified on the Video LotterySM game terminal screen.

(c) **End of Each Play:** At the end of each game play, the Video LotterySM game terminal must display and identify each winning combination of numbers or symbols, if any, and the amount won, if any.

(2) **Configuration:** A game may be configured as a matching game in which the player selects numbers or symbols from a fixed grid or pattern, or a game where randomly selected numbers or symbols line up in a row or other specified shape, or a game where one or more specified numbers or symbols must appear in order to constitute a winning game play.

(3) **Cessation of Movement:** A game may be configured so that after the player initiates game play, the movement of numbers or symbols stops automatically, or the player may manually choose to stop the movement prior to an automatic stop.

177-200-0077 Specialty Games

(1) **General:** The Lottery may offer Specialty Games. Specialty Games may be offered as poker games or video line games.

(2) **Validation of Jackpot Prize Cash Slip:** A cash slip issued for a Jackpot Prize may only be validated and may only be paid at Lottery Headquarters in Salem pursuant to section (3) of this rule.

(3) **Payment of Jackpot Prizes:** A Jackpot Prize of more than \$600 must be claimed by:

(a) **Claiming in Person:** Bringing the cash slip issued for the Jackpot Prize to the Lottery Headquarters, Player Services Office, 500 Airport Road SE, Salem, Oregon during Lottery business hours. The cash slip must be presented to the Lottery no sooner than the next Lottery business day following issuance; or

(b) **Claiming by Mail:** Signing the cash slip issued for the Jackpot Prize in the designated area on the cash slip, writing the individual's mailing address on the cash slip in the place indicated on the cash slip, completing a winner claim form, and mailing it together with the winning cash slip to the Lottery Headquarters, P.O. Box 14515, Salem, Oregon 97309. Registered mail is recommended. The winner claim form may be obtained from any Lottery retailer, from a Lottery kiosk, from the Lottery Headquarters at the addresses listed above, or downloaded from the Lottery's website.

(c) **Claiming a Jackpot Prize Jointly:** If more than one name appears in the designated area on a cash slip issued for a Jackpot Prize, the cash slip must be redeemed in accordance with the provisions of OAR 177-046-0110(6)(a) through (h) for tickets and shares.

177-200-0080 Discharge of Lottery from Liability

(1) **General:** The State of Oregon, its agents, officers, and employees, and the Oregon State Lottery Commission, its agents, officers, and employees, are discharged of all liability upon award of a prize, or, if a cash slip is presented to the Lottery for payment, upon payment of the cash slip. The State of Oregon, its agents, officers, and employees, and the Oregon State Lottery Commission, its agents, officers, and employees, are not liable for any terminal malfunction nor are they liable for the payment of any cash slip presented to a retailer for payment.

(2) **Director's Decisions:** The Director's decisions and judgments regarding award of a prize and the payment of a cash slip are final and binding. If a question arises as to the amount of a prize, the amount of a cash slip, or whether a Video LotterySM game terminal malfunctioned, the Lottery may deposit any prize winnings into an interest-bearing escrow fund until it resolves the controversy, or it may petition a court of competent jurisdiction for instructions and a resolution of the controversy. All interest that may accrue while the prize winnings are on deposit in an interest-bearing fund is and remains the property of the Lottery.

(3) **Disputes:** In the event a dispute occurs between the Lottery and a player as to the amount of a prize, the amount of a cash slip, or whether a Video LotterySM game terminal malfunctioned, the Director may replace the disputed wager with one of equivalent value. This is the player's sole and exclusive remedy. The Director's decision is final.

177-200-0090 Governing Law

(1) **General:** By playing a game on a Video LotterySM game terminal, a player agrees to abide by and comply with Oregon law, including the statutes and administrative rules governing Video LotterySM games and game terminals that are in effect and as may be amended, and any

additional terms and conditions that may be found on the cash slip. In the event of a conflict between any additional terms and conditions on a cash slip with the Lottery's rules, the rules control.

(2) **Lottery Materials:** All materials distributed by the Lottery for playing Video LotterySM games are to be used solely for playing the video games permitted under these rules. Any use or reproduction of the materials for purposes other than those permitted by these rules may constitute a violation of Oregon gambling laws.

(3) **Director's Decisions:** All decisions of the Director regarding Video LotterySM games are final.