

## 1.0 Name and Style of Scratch Ticket Game.

A. The name of Scratch Ticket Game No. 2599 is “COLOSSAL CASHWORD”. The play style is “crossword”.

## 1.1 Price of Scratch Ticket Game.

A. The price for Scratch Ticket Game No. 2599 shall be \$50.00 per Scratch Ticket.

## 1.2 Definitions in Scratch Ticket Game No. 2599.

A. Display Printing - That area of the Scratch Ticket outside of the area where the overprint and Play Symbols appear.

B. Latex Overprint - The removable scratch-off covering over the Play Symbols on the front of the Scratch Ticket.

C. Play Symbol – The printed data under the latex on the front of the Scratch Ticket that is used to determine eligibility for a prize. Each Play Symbol is printed in Symbol font in black ink in positive except for dual-image games. The possible black Play Symbols are: A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, BLACKENED SQUARE SYMBOL, \$50.00, \$100, \$150, \$200, \$500 and \$2,000.

D. Play Symbol Caption – The printed material appearing below each Play Symbol which explains the Play Symbol. One caption appears under each Play Symbol and is printed in caption font in black ink in positive. Crossword and Bingo style games do not typically have Play Symbol captions. The Play Symbol Caption which corresponds with and verifies each Play Symbol is as follows:

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Figure 1:16 TAC GAME NO. 2599 – 1.2D

E. Serial Number – A unique thirteen (13) digit number appearing under the latex scratch-off covering on the front of the Scratch Ticket. The Serial Number is for validation purposes and cannot be used to play the game. The format will be: 0000000000000.

F. Bar Code - A twenty-four (24) character interleaved two (2) of five (5) Bar Code which will include a four (4) digit game ID, the seven (7) digit Pack number, the three (3) digit Ticket number and the ten (10) digit Validation Number. The Bar Code appears on the back of the Scratch Ticket.

G. Game-Pack-Ticket Number - A fourteen (14) digit number consisting of the four (4) digit game number (2599), a seven (7) digit Pack number, and a three (3) digit Ticket number. Ticket numbers start with 001 and end with 020 within each Pack. The format will be: 2599-0000001-001.

H. Pack - A Pack of the “COLOSSAL CASHWORD” Scratch Ticket Game contains 020 Tickets, packed in plastic shrink-wrapping and fanfolded in pages of one (1). Ticket back 001 and 020 will both be exposed.

I. Non-Winning Scratch Ticket - A Scratch Ticket which is not programmed to be a winning Scratch Ticket or a Scratch Ticket that does not meet all of the requirements of these Game Procedures, the State Lottery Act (Texas Government Code, Chapter 466), and applicable rules adopted by the Texas Lottery pursuant to the State Lottery Act and referenced in 16 TAC, Chapter 401.

J. Scratch Ticket Game, Scratch Ticket or Ticket - Texas Lottery “COLOSSAL CASHWORD” Scratch Ticket Game No. 2599.

2.0 Determination of Prize Winners. The determination of prize winners is subject to the general Scratch Ticket validation requirements set forth in Texas Lottery Rule 401.302, Scratch Ticket Game Rules, these Game Procedures, and the requirements set out on the back of each Scratch Ticket. A prize winner in the “COLOSSAL CASHWORD” Scratch Ticket Game is determined once the latex on the Scratch Ticket is scratched off to expose the Play Symbols as indicated per the game instructions from the total five hundred fourteen (514) Play Symbols. GAME 1 AND GAME 2 PLAY INSTRUCTIONS: 1. The player completely scratches all of the GAME 1 YOUR 20 LETTERS on the front of the Ticket. Then the player scratches all the letters found in GAME 1 that exactly match the GAME 1 YOUR 20 LETTERS. 2. The player completely scratches all of the GAME 2 YOUR 20 LETTERS on the back of the Ticket. Then the player scratches all the letters found in GAME 2 that exactly match the GAME 2 YOUR 20 LETTERS. 3. If the player has scratched at least 2 complete WORDS within a GAME, the player wins the prize found in the GAME 1 AND GAME 2 PRIZE LEGEND. WORDS revealed in one GAME cannot be combined with WORDS revealed in the other GAME. Each GAME is played separately. 4. Only 1 prize paid per GAME. 5. Only letters within GAME 1 that are matched with the GAME 1 YOUR 20 LETTERS can be used to form a complete WORD. Only letters within GAME 2 that are matched with the GAME 2 YOUR 20 LETTERS can be used to form a complete WORD. 6. In GAME 1, every lettered square within an unbroken horizontal (left to right) or vertical (top to bottom) sequence must be matched with the GAME 1 YOUR 20 LETTERS to be considered a complete WORD. In GAME 2, every lettered square within an unbroken horizontal (left to right) or vertical (top to bottom) sequence must be matched with the GAME 2 YOUR 20 LETTERS to be considered a complete WORD. Words revealed in a diagonal sequence are not considered valid WORDS. Words within WORDS are not eligible for a prize. Words that are spelled from right to left or bottom to top are not eligible for a prize. 7. A complete WORD must contain at least 3 letters. 8. GAME 1 can win by revealing 2 to 10 complete WORDS. GAME 2 can win by revealing 2 to 7 complete WORDS. BONUS WORDS PLAY INSTRUCTIONS: The player scratches all the letters in BONUS WORD 1 - BONUS WORD 4 that exactly match the GAME 1 YOUR 20 LETTERS on the front of the Ticket. If the player scratched a complete BONUS WORD, the player wins the PRIZE for that BONUS WORD. A completed BONUS WORD cannot be used to win in GAME

1 or GAME 2. GAME 1, GAME 2 and each BONUS WORD are played separately. No portion of the Display Printing nor any extraneous matter whatsoever shall be usable or playable as a part of the Scratch Ticket.

## 2.1 Scratch Ticket Validation Requirements.

A. To be a valid Scratch Ticket, all of the following requirements must be met:

1. Exactly five hundred fourteen (514) Play Symbols must appear under the Latex Overprint on the front portion of the Scratch Ticket;
2. Each of the Play Symbols must have a Play Symbol Caption underneath, unless specified, and each Play Symbol must agree with its Play Symbol Caption. Crossword and Bingo style games do not typically have Play Symbol captions;
3. Each of the Play Symbols must be present in its entirety and be fully legible;
4. Each of the Play Symbols must be printed in black ink except for dual image games;
5. The Scratch Ticket shall be intact;
6. The Serial Number and Game-Pack-Ticket Number must be present in their entirety and be fully legible;
7. The Serial Number must correspond, using the Texas Lottery's codes, to the Play Symbols on the Scratch Ticket;
8. The Scratch Ticket must not have a hole punched through it, be mutilated, altered, unreadable, reconstituted or tampered with in any manner;
9. The Scratch Ticket must not be counterfeit in whole or in part;
10. The Scratch Ticket must have been issued by the Texas Lottery in an authorized manner;
11. The Scratch Ticket must not have been stolen, nor appear on any list of omitted Scratch Tickets or non-activated Scratch Tickets on file at the Texas Lottery;
12. The Play Symbols, Serial Number and Game-Pack-Ticket Number must be right side up and not reversed in any manner;
13. The Scratch Ticket must be complete and not miscut, and have exactly five hundred fourteen (514) Play Symbols under the Latex Overprint on the front portion of the Scratch Ticket, exactly one Serial Number and exactly one Game-Pack-Ticket Number on the Scratch Ticket;

14. The Serial Number of an apparent winning Scratch Ticket shall correspond with the Texas Lottery's Serial Numbers for winning Scratch Tickets, and a Scratch Ticket with that Serial Number shall not have been paid previously;

15. The Scratch Ticket must not be blank or partially blank, misregistered, defective or printed or produced in error;

16. Each of the five hundred fourteen (514) Play Symbols must be exactly one of those described in Section 1.2.C of these Game Procedures;

17. Each of the five hundred fourteen (514) Play Symbols on the Scratch Ticket must be printed in the Symbol font and must correspond precisely to the artwork on file at the Texas Lottery; the Scratch Ticket Serial Numbers must be printed in the Serial font and must correspond precisely to the artwork on file at the Texas Lottery; and the Game-Pack-Ticket Number must be printed in the Game-Pack-Ticket Number font and must correspond precisely to the artwork on file at the Texas Lottery;

18. The Display Printing on the Scratch Ticket must be regular in every respect and correspond precisely to the artwork on file at the Texas Lottery; and

19. The Scratch Ticket must have been received by the Texas Lottery by applicable deadlines.

B. The Scratch Ticket must pass all additional validation tests provided for in these Game Procedures, the Texas Lottery's Rules governing the award of prizes of the amount to be validated, and any confidential validation and security tests of the Texas Lottery.

C. Any Scratch Ticket not passing all of the validation requirements is void and ineligible for any prize and shall not be paid. However, the Executive Director may, solely at the Executive Director's discretion, refund the retail sales price of the Scratch Ticket. In the event a defective Scratch Ticket is purchased, the only responsibility or liability of the Texas Lottery shall be to replace the defective Scratch Ticket with another unplayed Scratch Ticket in that Scratch Ticket Game (or a Scratch Ticket of equivalent sales price from any other current Texas Lottery Scratch Ticket Game) or refund the retail sales price of the Scratch Ticket, solely at the Executive Director's discretion.

## 2.2 Programmed Game Parameters.

A. GENERAL: Consecutive Non-Winning Tickets within a Pack will not have matching patterns, in the same order, of either Play Symbols or Prize Symbols.

B. GENERAL: A Ticket can win as indicated by the prize structure.

C. GENERAL: GAME 1, GAME 2 and each BONUS WORD are played separately.

D. GENERAL: The BONUS WORDS are only associated with the GAME 1 YOUR 20 LETTERS.

E. GENERAL: Each Ticket in a Pack will be different (i.e., GAME 1 puzzle grid and the GAME 2 puzzle grid will have a different set of words and configurations of words).

F. GENERAL: There will be no matching words on a Ticket.

G. GENERAL: There will be no correlation between any exposed data on a Ticket and its status as a winning or Non-Winning Ticket.

H. GENERAL: Each Ticket consists of a GAME 1 puzzle grid, a GAME 1 YOUR 20 LETTERS play area, four (4) BONUS WORD play areas (each with a BONUS WORDS PRIZE play area), a GAME 2 puzzle grid and a GAME 2 YOUR 20 LETTERS play area.

I. GENERAL: A Ticket can win one (1) time in each BONUS WORD play area and one (1) time in each GAME 1 and GAME 2 puzzle grid for a total of up to six (6) times as per the prize structure.

J. GENERAL: Each of the four (4) BONUS WORDS will contain exactly six (6) letters and will not match any word in the GAME 1 or GAME 2 puzzle grids.

K. GENERAL: The BONUS WORDS Prize Symbols will only appear in the BONUS WORDS PRIZE play area and will never appear in any of the BONUS WORDS play areas, the GAME 1 or GAME 2 puzzle grids, the GAME 1 YOUR 20 LETTERS or the GAME 2 YOUR 20 LETTERS play areas.

L. GENERAL: All WORDS in GAME 1 and GAME 2 puzzle grids will contain a minimum of three (3) letters and a maximum of nine (9) letters.

M. GENERAL: All words used will be from TX\_Approved\_Words\_Vers.2.042321.doc.

N. GENERAL: Words from TX\_Prohibited\_Words\_Vers.2.042321.docx will not appear horizontally in the GAME 1 YOUR 20 LETTERS or GAME 2 YOUR 20 LETTERS play areas when read from left to right or right to left.

O. GENERAL: Each grid will have a maximum number of different grid formations with respect to other constraints. That is, for identically formatted grids (i.e., the same puzzle grid), all “approved words” will appear in every logical (i.e., 3 letter word = 3 letter pace) position, with regards to limitations caused by the actual letters contained in each word (i.e., this will not place the word “ZOO” in a position that causes an intersection word to require the second letter to be “Z” when in fact, there are no approved words with a “Z” in the second letter position).

P. GENERAL: The presence or absence of any letter in the GAME 1 YOUR 20 LETTERS play area or the GAME 2 YOUR 20 LETTERS play area will not be indicative of a winning or Non-Winning Ticket.

Q. GENERAL: There will be no wins in GAME 2 on the Ticket back, unless there is at least one (1) win in GAME 1 or BONUS WORD 1– BONUS WORD 4 on Ticket front.

R. GENERAL: Consecutive Tickets in a Pack will not have the same four (4) BONUS WORDS. For example, if the first Ticket contains “EQUITY,” “GYPSUM,” “MERLIN,” and “JUNIOR” as BONUS WORDS, then the next Ticket will not contain “EQUITY,” “GYPSUM,” “MERLIN,” and “JUNIOR” as BONUS WORDS.

S. GAME 1: The GAME 1 puzzle grid will be formatted with at least one thousand (1,000) configurations (i.e., puzzle layouts not including words).

T. GAME 1: All GAME 1 puzzle grid configurations will be formatted within a grid that contains twenty-five (25) spaces (height) by thirteen (13) spaces (width).

U. GAME 1: There will be no matching Play Symbols in the GAME 1 YOUR 20 LETTERS play area.

V. GAME 1: Each GAME 1 puzzle grid will contain the following:

- a) Twelve (12) 3 – letter words
- b) Fifteen (15) 4 – letter words
- c) Eight (8) 5 – letter words
- d) Eight (8) 6 – letter words
- e) Two (2) 7 – letter words
- f) Three (3) 8 – letter words
- g) Two (2) 9 – letter words

W. GAME 1: There will be a minimum of three (3) vowels in the GAME 1 YOUR 20 LETTERS play area. Vowels are A, E, I, O and U.

X. GAME 1: No consonant will appear more than thirty (30) times in the GAME 1 puzzle grid.

Y. GAME 1: On Non-Winning Tickets, there will be one (1) completed word in the GAME 1 puzzle grid.

Z. GAME 1: At least fifteen (15) of the GAME 1 YOUR 20 LETTERS Play Symbols will open at least one (1) letter in the GAME 1 puzzle grid.

AA. GAME 1: The GAME 1 puzzle grid will not have more than ten (10) words completed.

BB. GAME 1: A player will never find a word horizontally (in either direction), vertically (in either direction) or diagonally (in either direction) in the GAME 1 YOUR 20 LETTERS play area that matches a word in the GAME 1 puzzle grid or BONUS WORDS.

CC. BONUS WORDS: Each BONUS WORD will have at least two (2) letter play spots opened by the GAME 1 YOUR 20 LETTERS.

DD. BONUS WORDS: Non-winning BONUS WORDS Prize Symbols will be different and will not match a winning Prize Symbol.

EE. BONUS WORDS: The BONUS WORDS can be completed and won, as indicated by the prize structure.

FF. BONUS WORDS: On winning Tickets when only one (1) or more of the BONUS WORDS are completed, one (1) completed word will be revealed in the non-winning GAME 1 puzzle grid.

GG. BONUS WORDS: The four (4) BONUS WORDS on a Ticket will be different.

HH. GAME 2: The GAME 2 puzzle grid will be formatted with at least one thousand (1,000) configurations (i.e., puzzle layouts not including words).

II. GAME 2: All GAME 2 puzzle grid configurations will be formatted within a grid that contains eleven (11) spaces (height) by eleven (11) spaces (width).

JJ. GAME 2: There will be no matching Play Symbols in the GAME 2 YOUR 20 LETTERS play area.

KK. GAME 2: Each GAME 2 puzzle grid will contain the following:

- a) Four (4) 3 - letter words
- b) Five (5) 4 - letter words
- c) Three (3) 5 - letter words
- d) Three (3) 6 - letter words
- e) One (1) 7 - letter word
- f) Two (2) 8 - letter words
- g) One (1) 9 - letter word

LL. GAME 2: There will be a minimum of three (3) vowels in the GAME 2 YOUR 20 LETTERS play area. Vowels are A, E, I, O and U.

MM. GAME 2: No consonant will appear more than nine (9) times in the GAME 2 puzzle grid.

NN. GAME 2: On Non-Winning Tickets, there will be one (1) completed word in the GAME 2 puzzle grid.

OO. GAME 2: At least fifteen (15) of the GAME 2 YOUR 20 LETTERS Play Symbols will open at least one (1) letter in the GAME 2 puzzle grid.

PP. GAME 2: The GAME 2 puzzle grid will not have more than seven (7) words completed.

QQ. GAME 2: A player will never find a word horizontally (in either direction), vertically (in either direction) or diagonally (in either direction) in the GAME 2 YOUR 20 LETTERS play area that matches a word in the GAME 2 puzzle grid.

### 2.3 Procedure for Claiming Prizes.

A. To claim a “COLOSSAL CASHWORD” Scratch Ticket Game prize of \$50.00, \$100, \$150, \$200 or \$500, a claimant shall sign the back of the Scratch Ticket in the space designated on the Scratch Ticket and may present the winning Scratch Ticket to any Texas Lottery Retailer. The Texas Lottery Retailer shall verify the claim and, if valid, and upon presentation of proper identification, if appropriate, make payment of the amount due the claimant and physically void the Scratch Ticket; provided that the Texas Lottery Retailer may, but is not required, to pay a \$50.00, \$100, \$150, \$200 or \$500 Scratch Ticket Game. In the event the Texas Lottery Retailer cannot verify the claim, the Texas Lottery Retailer shall provide the claimant with a claim form and instruct the claimant on how to file a claim with the Texas Lottery. If the claim is validated by the Texas Lottery, a check shall be forwarded to the claimant in the amount due. In the event the claim is not validated, the claim shall be denied and the claimant shall be notified promptly. A claimant may also claim any of the above prizes under the procedure described in Section 2.3.B and Section 2.3.C of these Game Procedures.

B. To claim a “COLOSSAL CASHWORD” Scratch Ticket Game prize of \$2,000, \$5,000 or \$50,000, the claimant must sign the winning Scratch Ticket and may present it at one of the Texas Lottery’s Claim Centers. If the claim is validated by the Texas Lottery, payment will be made to the bearer of the validated winning Scratch Ticket for that prize upon presentation of proper identification. When paying a prize of \$600 or more, the Texas Lottery shall file the appropriate income reporting form with the Internal Revenue Service (IRS) and shall withhold federal income tax at a rate set by the IRS if required. In the event that the claim is not validated by the Texas Lottery, the claim shall be denied and the claimant shall be notified promptly.

C. To claim a “COLOSSAL CASHWORD” Scratch Ticket Game top level prize of \$3,000,000, the claimant must sign the winning Scratch Ticket and may present it at one of the Texas Lottery’s Claim Centers in Austin, Dallas, Fort Worth, Houston or San Antonio, Texas. If the claim is validated by the Texas Lottery, payment will be made to the bearer of the validated winning Scratch Ticket for that prize upon presentation of proper identification and proof of Social Security number or Tax Payer Identification (for U.S. Citizens or Resident Aliens). The Texas Lottery shall file the appropriate income reporting form with the Internal Revenue Service (IRS) and shall withhold federal



income tax at a rate set by the IRS if required. In the event that the claim is not validated by the Texas Lottery, the claim shall be denied and the claimant shall be notified promptly.

D. As an alternative method of claiming a “COLOSSAL CASHWORD” Scratch Ticket Game prize, including the top level prize of \$3,000,000, the claimant may submit the signed winning Scratch Ticket and a thoroughly completed claim form via mail. If a prize value is \$1,000,000 or more, the claimant must also provide proof of Social Security number or Tax Payer Identification (for U.S. Citizens or Resident Aliens). Mail all to: Texas Lottery Commission, P.O. Box 16600, Austin, Texas 78761-6600. The Texas Lottery is not responsible for Scratch Tickets lost in the mail. In the event that the claim is not validated by the Texas Lottery, the claim shall be denied and the claimant shall be notified promptly.

E. Prior to payment by the Texas Lottery of any prize, the Texas Lottery shall deduct the amount of a delinquent tax or other money from the winnings of a prize winner who has been finally determined to be:

1. delinquent in the payment of a tax or other money to a state agency and that delinquency is reported to the Comptroller under Government Code §403.055;
2. in default on a loan made under Chapter 52, Education Code;
3. in default on a loan guaranteed under Chapter 57, Education Code; or
4. delinquent in child support payments in the amount determined by a court or a Title IV-D agency under Chapter 231, Family Code.

F. If a person is indebted or owes delinquent taxes to the State, other than those specified in the preceding paragraph, the winnings of a person shall be withheld until the debt or taxes are paid.

2.4 Allowance for Delay of Payment. The Texas Lottery may delay payment of the prize pending a final determination by the Executive Director, under any of the following circumstances:

- A. if a dispute occurs, or it appears likely that a dispute may occur, regarding the prize;
- B. if there is any question regarding the identity of the claimant;
- C. if there is any question regarding the validity of the Scratch Ticket presented for payment; or
- D. if the claim is subject to any deduction from the payment otherwise due, as described in Section 2.3.D of these Game Procedures. No liability for interest for any delay shall accrue to the benefit of the claimant pending payment of the claim.

2.5 Payment of Prizes to Persons Under 18. If a person under the age of 18 years is entitled to a cash prize under \$600 from the “COLOSSAL CASHWORD” Scratch Ticket Game, the Texas Lottery shall deliver to an adult member of the minor's family or the minor's guardian a check or warrant in the amount of the prize payable to the order of the minor.

2.6 If a person under the age of 18 years is entitled to a cash prize of \$600 or more from the “COLOSSAL CASHWORD” Scratch Ticket Game, the Texas Lottery shall deposit the amount of the prize in a custodial bank account, with an adult member of the minor's family or the minor's guardian serving as custodian for the minor.

2.7 Scratch Ticket Claim Period. All Scratch Ticket prizes must be claimed within 180 days following the end of the Scratch Ticket Game or within the applicable time period for certain eligible military personnel as set forth in Texas Government Code §466.408. Any rights to a prize that is not claimed within that period, and in the manner specified in these Game Procedures and on the back of each Scratch Ticket, shall be forfeited.

2.8 Disclaimer. The number of prizes in a game is approximate based on the number of Scratch Tickets ordered. The number of actual prizes available in a game may vary based on number of Scratch Tickets manufactured, testing, distribution, sales and number of prizes claimed. A Scratch Ticket Game may continue to be sold even when all the top prizes have been claimed.

### 3.0 Scratch Ticket Ownership.

A. Until such time as a signature is placed upon the back portion of a Scratch Ticket in the space designated, a Scratch Ticket shall be owned by the physical possessor of said Scratch Ticket. When a signature is placed on the back of the Scratch Ticket in the space designated, the player whose signature appears in that area shall be the owner of the Scratch Ticket and shall be entitled to any prize attributable thereto. Notwithstanding any name or names submitted on a claim form, the Executive Director shall make payment to the player whose signature appears on the back of the Scratch Ticket in the space designated. If more than one name appears on the back of the Scratch Ticket, the Executive Director will require that one of those players whose name appears thereon be designated by such players to receive payment.

B. The Texas Lottery shall not be responsible for lost or stolen Scratch Tickets and shall not be required to pay on a lost or stolen Scratch Ticket.

4.0 Number and Value of Scratch Prizes. There will be approximately 4,080,000 Scratch Tickets in Scratch Ticket Game No. 2599. The approximate number and value of prizes in the game are as follows:

Table 2 of this section  
Figure 2:16 TAC GAME NO. 2599 - 4.0

A. The actual number of Scratch Tickets in the game may be increased or decreased at the sole discretion of the Texas Lottery Commission.

5.0 End of the Scratch Ticket Game. The Executive Director may, at any time, announce a closing date (end date) for the Scratch Ticket Game No. 2599 without advance notice, at which point no further Scratch Tickets in that game may be sold. The determination of the closing date and reasons for closing will be made in accordance with the Scratch Ticket closing procedures and the Scratch Ticket Game Rules. See 16 TAC §401.302(j).

6.0 Governing Law. In purchasing a Scratch Ticket, the player agrees to comply with, and abide by, these Game Procedures for Scratch Ticket Game No. 2599, the State Lottery Act (Texas Government Code, Chapter 466), applicable rules adopted by the Texas Lottery pursuant to the State Lottery Act and referenced in 16 TAC, Chapter 401, and all final decisions of the Executive Director.