

DRAFT
Version 10-8-10

NORTH DAKOTA LOTTERY

Underlining represents proposed additions to the present rules.
~~Strikethrough~~ represents proposed deletions to the present rules.

10-16-04-06. Power play option.

1. The power play option is a limited extension of the POWERBALL® game and is conducted according to the game group's game rules. The option offers the owner of a qualifying play a chance to multiply or increase the amount of a set prize. A match 5 bonus prize is awarded independent of the power play option and is not multiplied by the power play multiplier.
2. A qualifying play is a single POWERBALL® play for which the player pays an extra one dollar for the power play option. Power play does not apply to the grand prize or a match 5 bonus prize.
3. A qualifying play which wins one of the seven lowest set prizes (excluding the match 5+0 prize) will be multiplied by a single number (2, 3, 4, or 5) drawn in a separate random power play drawing. The announced match 5+0 prize, ~~for players selecting the power play option, shall be multiplied by five regardless of the number two through five drawn as the multiplier for the seven lowest set prizes~~ paid \$1,000,000 unless a higher limited promotional dollar amount is announced by the game group or unless a lower dollar amount is announced by the game group under its limitation of liability rules. The game group may change one or more of the multiplier numbers and / or the match 5+0 power play prize amount for a special promotion.
4. A prize awarded must be paid as a lump sum set prize. Instead of the normal set prize amount, a qualifying power play will pay the amounts shown below when matched with the power play number drawn:

POWERBALL® Pays Instead

<u>Matches per Play</u>	<u>Set Prize Amount</u>	<u>Prize Amount With Power Play Purchase</u>			
5 white + 0 red	\$200,000	\$1,000,000	\$1,000,000	\$1,000,000	\$1,000,000

Prize Amounts With Power Play Purchase and Multiplier

	<u>Set Prize Amount</u>	<u>5X</u>	<u>4X</u>	<u>3X</u>	<u>2X</u>
4 white + 1 red	\$10,000	\$50,000	\$40,000	\$30,000	\$20,000
4 white + 0 red	\$100	\$500	\$400	\$300	\$200
3 white + 1 red	\$100	\$500	\$400	\$300	\$200
3 white + 0 red	\$7	\$35	\$28	\$21	\$14
2 white + 1 red	\$7	\$35	\$28	\$21	\$14
1 white + 1 red	\$4	\$20	\$16	\$12	\$8
0 white + 1 red	\$3	\$15	\$12	\$9	\$6

Rarely, under the game group's limitation of liability rules, a set prize amount may be less than the amount shown. In that case, a power play prize will be a multiple of two through five for the new set prize amount for the seven lowest set prizes. ~~The power play prize for a match 5 prize will be a multiple of five.~~ For example, if the match 4+1 set prize amount of ten thousand dollars becomes five thousand fifty dollars under the game group's rules, a power play player winning that prize amount when a "4" has been drawn would win twenty thousand two hundred dollars (\$5,050 x 4). ~~If the match 5 set prize amount of two hundred thousand dollars becomes twenty-five thousand fifty dollars under the game group's rules, a power play player winning that prize amount would win one hundred twenty-five thousand two hundred fifty dollars (\$25,050 x 5).~~ The match 5+0 prize may be reduced as announced by the game group.

- The following table reflects the probability of the power play numbers being drawn:

<u>Power Play</u>	<u>Probability of Prize Increase</u>
5X - Prize won times 5	1 in 4
4X - Prize won times 4	1 in 4
3X - Prize won times 3	1 in 4
2X - Prize won times 2	1 in 4

History: Effective February 1, 2004; amended effective November 8, 2005; April 1, 2008; January 4, 2009; November 1, 2010.

General Authority: NDCC 53-12.1-13

Law Implemented: NDCC 53-12.1-13

10-16-08-03. Prize pool and payment.

1. The prize pool for all prize categories must consist of ~~fifty~~ up to fifty-five percent of each draw period's sales after the prize reserve account is funded.
2. The prize money allocated to the grand prize pool must be divided equally by the number of plays that win the grand prize. If the grand prize is not won in a draw, subject to any restrictions by the game group, the prize money allocated for the grand prize must roll over and be added to the grand prize pool for the next draw.
3. If there are multiple grand prize winning plays during a draw, each player selecting the annuitized option prize, then a winning play's share of the annuitized grand prize must be determined by dividing the annuitized grand prize by the number of winning plays.
4. A grand prize must be paid, at the election of the winning player made within sixty days after the player becomes entitled to the prize, with either a per winning player annuity or cash payment. If the payment election is not made by the player within sixty days after the player becomes entitled to the prize, then the prize must be paid as an annuity prize. An election for an annuity payment made by a player may be changed to a cash payment at the election of the player until the expiration of sixty days after the player becomes entitled to the prize. Otherwise, the payment election is final. Shares of the grand prize must be determined by dividing the cash available in the grand prize pool equally among all winning plays of the grand prize. A player who elects a cash payment must be paid the share in a single cash payment. A player who elects an annuitized prize must be paid annually in twenty-six payments with the initial payment being made in cash, followed by twenty-five payments by the best available rate obtained through a competitive bid of qualified bidders. Annual payments after the initial payment must be made by the lottery within seven days of the anniversary date on which the bonds were purchased to fund the annuity.
5. The lottery may not pay a grand or set cash prize until after it receives authorization from the MUSL. The lottery may pay the prize before it receives the funds from the MUSL.
6. The prize pool percentage allocated to set prizes must be carried forward to a subsequent draw if all or a portion of it is not needed to pay the set prizes awarded in the current draw.

History: Effective January 31, 2010; amended effective December 1, 2010.

General Authority: NDCC 53-12.1-13

Law Implemented: NDCC 53-12.1-13

10-16-08-04. Megaplier® option.

1. The Megaplier® option is a limited extension of the MEGA MILLIONS® game and is conducted according to the game group's game rules. The option offers the owner of a qualifying play a chance to multiply or increase the amount of a set prize.
2. A qualifying play is a single MEGA MILLIONS® play for which the player pays an extra one dollar for the Megaplier® option. Megaplier® does not apply to the grand prize.
3. A qualifying play which wins one of the seven lowest set prizes (~~excluding the match 5+0 prize~~) will be multiplied by the number selected, two through four, in a separate random Megaplier® drawing. The match 5+0 prize, for players selecting the Megaplier® option, shall be multiplied by four regardless of the number two through four drawn as the multiplier for the seven lowest set prizes paid \$1,000,000 unless a higher limited promotional dollar amount is announced by the game group or unless a lower dollar amount is announced by the game group under its limitation of liability rules.
4. A single number from a series of twenty-one numbers is selected according to the following frequency: two number 2s, seven number 3s, and twelve number 4s. The game group may change one or more of the multiplier numbers and / or the match 5+0 Megaplier® prize amount for a special promotion.
5. A prize awarded must be paid as a lump sum set prize. Instead of the normal set prize amount, a qualifying Megaplier® will pay the amounts shown below when matched with the Megaplier® number drawn:

MEGA MILLIONS® Pays Instead

Matches per Play	<u>Set Prize Amount</u>	<u>Prize Amount With Megaplier® Purchase</u>		
5 white + 0 gold	\$250,000	\$1,000,000	\$1,000,000	\$1,000,000

Prize Amounts With Megaplier® Purchase and Multiplier

	<u>Set Prize Amount</u>	4X	3X	2X
4 white + 1 gold	\$10,000	\$40,000	\$30,000	\$20,000

4 white + 0 gold	\$150	\$600	\$450	\$300
3 white + 1 gold	\$150	\$600	\$450	\$300
2 white + 1 gold	\$10	\$40	\$30	\$20
3 white + 0 gold	\$7	\$28	\$21	\$14
1 white + 1 gold	\$3	\$12	\$9	\$6
0 white + 1 gold	\$2	\$8	\$6	\$4

Multiplier numbers do not apply to the grand prize or to the match 5+0 prize.

Rarely, under the game group's limitation of liability rules, a set prize amount may be less than the amount shown. In that case, a Megaplier® prize will be a multiple of two through four for the new set prize amount for the seven lowest set prizes. ~~The Megaplier® prize for a match 5+0 prize will be a multiple of four.~~ For example, if the match 4+1 set prize amount of ten thousand dollars becomes five thousand dollars under the game group's rules, a Megaplier® player winning that prize amount when a "4" has been drawn would win twenty thousand dollars (\$5,000 x 4). ~~If the match 5+0 set prize amount of two hundred fifty thousand dollars becomes one hundred fifty thousand dollars under the game group's rules, a Megaplier® player winning that prize amount would win six hundred thousand dollars (\$150,000 x 4).~~ The match 5+0 prize may be reduced as announced by the game group.

6. The following table reflects the probability of the Megaplier® numbers being drawn:

<u>Megaplier®</u>	<u>Probability of Prize Increase</u>
4X - Prize won times 4	12 in 21
3X - Prize won times 3	7 in 21
2X - Prize won times 2	2 in 21

History: Effective January 31, 2010; amended effective September 14, 2010; December 1, 2010.

General Authority: NDCC 53-12.1-13

Law Implemented: NDCC 53-12.1-13