

CHAPTER 10-16-08 MEGA MILLIONS GAME

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10-16-08-01. Game description.

To play MEGA MILLIONS®, a player selects five different white numbers, between one and seventy, and one additional gold number (Mega Ball®) between one and twenty-four. The additional number may be the same as one of the first five numbers selected. The price of a play is five dollars. With a purchase, each play must be randomly assigned a multiplier that must be used to increase potential winnings of nongrand prize wins by two, three, four, five, or ten times over the base prize amount. Multipliers do not apply to the grand prize. A grand prize is paid, at the election of a winning player or by a default election made according to these rules, either on an annuitized pari-mutuel basis or as a cash lump sum payment of the total cash held for the prize pool on a pari-mutuel basis. A set prize (cash prize of ten million dollars or less) is paid on a single-payment cash basis. Draws are held every Tuesday and Friday.

History: Effective January 31, 2010; amended effective October 19, 2013; October 28, 2017; April 5, 2025.

General Authority: NDCC 53-12.1-13

Law Implemented: NDCC 53-12.1-13

10-16-08-02. Expected prize pool percentages and odds.

The grand prize will be determined and announced by the game group. The grand prize is paid on a pari-mutuel basis. Except as provided by rule, a set prize must be paid according to these matches per play and prize amounts with these expected prize payout percentages:

<u>Matches Per Play</u>	<u>Base Prize</u>	<u>Range of Prize Win**</u>	<u>Prize Pool Percentage Allocated to Prizes</u>	<u>Game Odds***</u>
5 white + 1 gold	Grand prize*	Grand prize*	55.26%	1:290,472,336
5 white + 0 gold	\$1,000,000	\$2,000,000 to \$10,000,000	9.50%	1: 12,629,232
4 white + 1 gold	\$10,000	\$20,000 to \$100,000	1.34%	1:893,761
4 white + 0 gold	\$500	\$1,000 to \$5,000	1.54%	1:38,859
3 white + 1 gold	\$200	\$400 to \$2,000	1.72%	1:13,965
3 white + 0 gold	\$10	\$20 to \$100	1.98%	1:607
2 white + 1 gold	\$10	\$20 to \$100	1.80%	1:665
1 white + 1 gold	\$7	\$14 to \$70	9.79%	1:86
0 white + 1 gold	\$5	\$10 to \$50	17.06%	1:35

Overall odds of winning a prize on a five dollar play are 1:23.07.

- * The grand prize is pari-mutuel and will be divided equally by the number of plays winning the grand prize.
- ** The range of prize wins is determined by the randomly assigned multiplier applied to each play.
- *** Reflects the odds of winning and probable distribution of winning tickets in and among each prize tier, based on the total number of possible combinations.

History: Effective January 31, 2010; amended effective October 19, 2013; October 28, 2017; April 8, 2020; April 5, 2025.

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 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 thirty graduated annual payments with the initial payment being made in cash, followed by twenty-nine 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; October 19, 2013.

General Authority: NDCC 53-12.1-13

Law Implemented: NDCC 53-12.1-13

10-16-08-04. Megaplier option.

Repealed effective April 5, 2025.

10-16-08-05. Random multiplier, frequency and odds. (Effective through September 27, 2025)

1. A randomly determined multiplier must be applied to all prize levels except the grand prize.
2. The multiplier must be printed directly on a ticket sold by a retailer or be applied on each Pick & Click online play. Multipliers may repeat due to frequency and limited multiplier levels.
 - a. Multi-draw tickets must receive the same multiplier for a play for the duration of the draws purchased from a retailer.
 - b. A series of plays in a Pick & Click online play must receive a new multiplier with each play as each play is entered individually prior to the draw.
3. The multiplier frequency and odds are as follows:

<u>Multiplier</u>	<u>Frequency</u>	<u>Odds</u>
10X	1	32.00
5X	2	16.00
4X	4	8.00
3X	10	3.20
2X	15	2.13
Field of:	32*	3.00**

* Total of frequencies.

** Average multiplier value.

10-16-08-05. Random multiplier, frequency and odds. (Effective after September 27, 2025)

1. A randomly determined multiplier must be applied to all prize levels except the grand prize.
2. The multiplier must be printed directly on a ticket sold by a retailer or be applied on each Pick & Click online play. Multipliers may repeat due to frequency and limited multiplier levels.
 - a. Multi-draw tickets must receive the same multiplier for a play for the duration of the draws purchased from a retailer.
 - b. A series of plays in a Pick & Click iLottery play will receive the same multiplier for a play for the duration of the draws purchased.
3. The multiplier frequency and odds are as follows:

<u>Multiplier</u>	<u>Frequency</u>	<u>Odds</u>
10X	1	32.00
5X	2	16.00
4X	4	8.00
3X	10	3.20
2X	15	2.13
Field of:	32*	3.00**

- * Total of frequencies.
- ** Average multiplier value.

History: Effective April 5, 2025; amended effective July 29, 2025.

General Authority: NDCC 53-12.1-13

Law Implemented: NDCC 53-12.1-13