



2by2[®] Game Rules

These rules establish the requirements for playing 2by2, a lotto game operated through a Cross-Selling Agreement for the selling of the 2by2 Game by the Multi-State Lottery Association (hereinafter referred to as "MUSL"), of which the Wyoming Lottery Corporation ("Wyoming Lottery" or "Lottery") is a member.

Purpose

The Game's purpose is to generate revenue for Wyoming Lottery through the operation of a multi-jurisdictional lottery game that will award prizes to Game Ticket holders matching specified combinations of numbers randomly-selected in regularly scheduled Drawings.

Definitions

The following definitions apply to all parts of these Rules unless the context requires a different meaning or is otherwise inconsistent with the intention of these rules adopted by the Product Group. Capitalized terms used but not defined in these rules shall have the meanings ascribed to them in the MUSL Agreement.

1. **"Agent"** or **"retailer"** means a person or entity authorized by a Party Lottery to sell lottery Plays.
2. **"Cash prizes"** include all "Set Prizes" other than "Free Play" prizes.
3. **"Drawing"** refers collectively to the formal draw event for randomly selecting the winning indicia that determine the number of winners for each prize level of the 2by2 game. Winning indicia include the Winning Numbers for the 2by2 game
4. **"Computer pick"** means the random selection of indicia by the computer that appear on a ticket or ticketless transaction and are played by a player in the game.
5. **"Game ticket"** or **"ticket"** means an acceptable evidence of Play, which is a ticket produced in a manner that meets the specifications defined in the rules of each Party Lottery and Rule 31 (Play Validation) and is a physical representation of the Play or Plays sold to the player or is a properly and validly registered ticketless transaction Play.
6. **"Grand Prize"** shall refer to the top prize in the 2by2 game.



7. **"MUSL"** means the Multi-State Lottery Association, a government-benefit association wholly owned and operated by the Party Lotteries.
8. **"MUSL Board"** means the governing body of MUSL that is comprised of the chief executive officer of each Party Lottery.
9. **"MUSL Finance and Audit Committee"** shall mean the committee of that name established by the MUSL Board.
10. **"Participating Lottery", "Party Lottery" or "Member Lottery"** means a state lottery or lottery of a political subdivision or entity that has joined the MUSL and, in the context of these Product Group Rules, that has joined in selling the 2by2 game. For sake of these rules, the Wyoming Lottery Corporation is the Party Lottery.
11. **"Play" or "Bet"** means the four (4) numbers, the first two (2) from the first field of twenty-six (26) "red" numbers and the second two (2) from the second field of twenty-six (26) "white" numbers, that appear on a ticket or communicated in a ticketless transaction as a single lettered selection and are to be played by a player in the 2by2 game. Each Play is played separately in determining matches to winning numbers and prize amounts.
12. **"Play Slip" or "Bet Slip"** means a physical or electronic means by which a player communicates their intended Play selection to the retailer as defined and approved by the Selling Lottery.
13. **"Product Group"** means a group of lotteries that have joined together to offer a common product pursuant to the terms of the Multi-State Lottery Agreement and the Product Group's own rules.
14. **"Selling Lottery" or "Participating Lottery"** shall mean a lottery authorized by the Product Group to sell 2by2 Plays.
15. **"Set Prize"**, which may be also referred to as "low-tier" or "lower-tier" prizes, means all prizes, other than the Grand Prize, and, except in instances outlined in these rules, will be equal to the prize amount established by the Product Group for the prize level.
16. **"Terminal"** means a device authorized by a Party Lottery to function in an on-line, interactive mode with the lottery's computer gaming computer system for the purpose of issuing lottery tickets and entering, receiving, and processing lottery transactions, including purchases, validating tickets, and transmitting reports.



17. **"Ticketless Transaction"** shall include Plays sold through subscription, Internet, or non-standard terminals. ***Ticketless transactions are currently unavailable within Wyoming.
18. **"Winning numbers"** means the indicia randomly selected during a Drawing event which shall be used to determine winning Plays for the 2by2 game contained on a game ticket or ticketless transaction.

Game Description

1. 2by2 is a two (2) out of twenty-six (26) plus two (2) out of twenty-six (26) lottery game drawn once a day, seven days a week as part of the 2by2 drawing event, which pays the Grand Prize and all other prizes on a single payment basis.
2. 2by2 winning numbers applicable to determine 2by2 prizes will be determined daily as part of the 2by2 drawing event. During the drawing event, two (2) different numbers shall be drawn from the "red" set of twenty-six (26) numbers, and two (2) different numbers shall be drawn from the "white" set of twenty-six (26) numbers, which shall constitute the Winning Numbers. The red numbers selected may be the same as the white numbers selected.
3. To play 2by2, a player shall select (or computer pick) two (2) different "red" numbers, from one (1) through twenty-six (26), inclusive, and two (2) additional "white" numbers from one (1) through twenty-six (26), inclusive. The numbers for the second (white) set of two (2) numbers may be the same as the numbers for the first (red) set of two (2) numbers selected by the player.
4. Plays can be purchased for one dollar (\$1.00), including sales tax where mandated, by any means approved by the Member Lottery and the Product Group. Plays may be purchased from a Party Lottery approved sales outlet in a manner as approved by the Party Lottery and in accordance with MUSL Rules.
5. Plays may be purchased from a Party Lottery approved sales outlet in a manner as approved by the Party Lottery and in accordance with MUSL Rules.

Seven Draws Promotion

1. A multi-draw ticket or ticketless transaction with one or more Plays for only seven (7) consecutive draws or only multiples of seven (7) consecutive draws shall qualify for



double prizes won on the included Tuesday draw as found in Expected Prize Payout Percentages. Plays purchased for any number of draws other than in multiples of seven (7) draws shall not qualify for double prizes won on any Tuesday.

2. Unless otherwise permitted by the selling lottery, a ticket (subject to the validation requirements set forth in (Play Validation)) or properly registered ticketless transaction shall be the only proof of a game Play or Plays and the submission of a winning ticket to the issuing Party Lottery or its authorized agent shall be the sole method of claiming a prize or prizes. A Play Slip has no pecuniary or prize value and shall not constitute evidence of Play purchase or of numbers selected. A terminal-produced paper receipt has no pecuniary or prize value and shall not constitute evidence of Play purchase or of numbers selected.

Cancellations Prohibited; Request for Plays, Returned Plays, Incomplete Transaction Plays, Stolen Plays and Refunds for Game Cancellations

1. **Plays Non-Cancellable.** In all instances, a Play recorded on the CGS may not be voided or canceled by returning the ticket or ticketless transaction to the Retailer or to the Selling Lottery, including tickets that are misprinted, illegible, printed in error, or for any reason not successfully transferred to an authorized selling entity or Player.
2. **Request for Plays.** A lottery may conduct future sales through a subscription or other system that does not immediately record such sales on the CGS. A "Request for Play" is a sale that is not immediately recorded on the CGS, but is instead recorded onto the CGS at some future time prior to a draw event. At the sole discretion of the lottery, authorized sales through a subscription or other system which have not been recorded on the CGS (instead recorded as "Request for Plays"), may be canceled at any time prior to the time the Request for Play is recorded as a Play on the CGS. If a Request for Play is canceled, it shall not be recorded on the CGS.
 - a. Per 27.4(a), once a Play is recorded on the CGS, it may not be canceled at any time. Any canceled "Request for Play" shall not be include in sales data report to MUSL.



3. **Returned Plays.** To promote good Player or Retailer relations, a Selling Lottery, at its sole discretion, may develop a method of compensating Players or Retailers for Plays accepted by the Selling Lottery as returned to the Selling Lottery ("Returned Plays") that are misprinted, illegible, printed in error, future Plays affected by changes in game features by the Selling Lottery or due to game cancellations.
 - a. Returned Plays may not be canceled or voided. Returned Plays are not reported to MUSL.
 - b. The Selling Lottery must remit its required prize pool contributions on all Plays accepted as returned Plays by the Selling Lottery.
 - c. Returned Plays may not be claimed for a prize by any person or entity, including the Selling Lottery. Any prizes which would have been won on a Returned Play shall become an unclaimed prize at the end of the prize claim period.
4. **Incomplete Transaction Plays.** Incomplete Transaction Plays occur when a Retailer begins a Play transaction as requested by a Player, and the Play is registered on the CGS, but the transaction is terminated prior to transferring Play confirmation to the Player, there is no attempt to print the Play on a ticket, and the Player has not paid for the Play. Transaction terminations may be due to time sensitivities, communications loss or other issues as accepted by the Selling Lottery.
 - a. A Selling Lottery, at its sole discretion, may develop an approved method of managing Incomplete Transaction Plays, subject to these provisions.
 - b. Incomplete Transaction Plays may not be canceled or voided.
 - c. The Selling Lottery must remit its required prize pool contributions on any Incomplete Transaction Plays. At its sole discretion, the Selling Lottery may develop a method of compensation for Retailers for Incomplete Transaction Plays if Retailers are required to reimburse Selling Lotteries for prize pool contributions.
 - d. Incomplete Transaction Plays may not be claimed for a prize by any person or entity including the Retailer. Any prize which cannot be claimed as a prize under this Rule but would otherwise have been won on an Incomplete Transaction Play shall become an unclaimed prize at the end of the prize claim period of the drawing for which the Incomplete Transaction Play was recorded. Incomplete Transaction Plays are not reported to MUSL.
5. **Stolen Plays.** Plays reported as stolen from a Retailer that have been recovered cannot be accepted by the Selling Lottery as Returned Plays.



- a. Selling Lotteries may compensate a Retailer for the loss from theft if a Selling Lottery, solely at its discretion, determines to assume such a loss, but Stolen Plays cannot be canceled or voided.
 - b. Ownership of Stolen Plays, and whether any party has a right to claim prizes on Stolen Plays, shall be determined by the rules of the Selling Lottery.
6. **Game Cancellation.** In the event of cancellation of the Game by the Product Group prior to the occurrence of all drawings for which Plays have been sold and recorded on the CGS, the Selling Lottery may provide a refund mechanism for such Plays to the Players, and the Selling Lottery shall not be required to remit its prize pool contributions for any such refunded Plays.
7. **Selling Lotteries Prohibited from Claiming Prizes.** Selling Lotteries and lottery officials are prohibited from claiming any prizes on Plays that are owned by the Selling Lottery through "Returned Plays" or otherwise acquired and held by the Selling Lottery. Any prizes that would otherwise be won on Plays owned or acquired by Selling Lotteries shall become unclaimed prizes at the end of the prize claim period.

Player Responsibility

1. It shall be the sole responsibility of the player to verify the accuracy of the game Play or Plays and other data printed on the ticket or contained in a ticketless transaction. The placing of Plays is done at the player's own risk through the agent that is acting on behalf of the player in entering the Play or Plays. The purchaser of a Play or Plays through a ticketless transaction has the sole responsibility for verifying the accuracy and condition of the data at the time of purchase.

Entry of Plays

1. Plays may only be entered manually using the lottery terminal keypad or touch screen or by means of a Play Slip as approved by the Selling Lottery or by such other means approved by the Party Lottery. Retailers shall not permit the use of Play Slips that are not approved by the Selling Lottery. Retailers shall not permit any device to be physically or wirelessly connected to a lottery terminal to enter Plays, except as approved by the Selling Lottery.



Registration of Plays

1. Ticketless transaction Plays may be registered by the lottery at a lottery processing site that meets the requirements established by the Product Group and the MUSL Board.

Maximum Purchase

1. Except for a ticketless transaction Play purchase when the Party Lottery has a process in place to allow players to make changes to their Play purchases in the event of a game change, the maximum number of consecutive drawings on a single Play purchase is ninety (90). The maximum number of consecutive drawings encompassed by a ticketless transaction Play purchase when the Party Lottery has a process in place to allow players to make changes to their Play purchases in the event of a game change is three hundred and sixty five (365) in a non-leap year, or three hundred and sixty six (366) in a leap year. The maximum number of drawing purchases may be further limited by the Party Lottery Director. Proceeds from advance sales may be held by the Party Lottery until the draw date for which the Play applies.
2. In the event of a matrix change, the Selling Lottery that issued the ticketless transaction will determine the option(s) available to ticketless transaction purchasers from that Selling Lottery for the balance of Plays remaining on their ticketless transactions effective as of the date of the matrix change.
3. The maximum purchase amount allowed for a transaction cannot exceed one hundred twenty-five dollars (\$125 USD).

Prize Pool

1. **2by2 Prize Pool.** Thirty-nine and one half percent (39.5) of each draw's sales, inclusive of any specifically statutorily mandated tax of a Selling Lottery to be included in the price of a Play, shall be collected and placed in prize pool prize reserve account(s) for the payment of prizes. Contribution rates shall be described below. This rate does not include a Selling Lotteries prize expense for "free Plays".
2. **2by2 Prize Pool and Prize Reserve Accounts.** The Product Group shall set the contribution rates to one or more prize pool and prize reserve accounts established by this rule.
 - a. The following prize reserve accounts for the 2by2 game are hereby established:



- i. The Prize Reserve Account (PRA) which is used to guarantee the payment of valid, but unanticipated, Grand Prize claims that may result from a system error or other reason; to fund deficiencies in prize payments (subject to the limitations of these rules); and for other purposes as established in these Rules.
- b. The following prize pool accounts for the 2by2 game are hereby established:
 - i. The Grand Prize Pool (GPP), which is used to fund Grand Prizes; and
 - ii. The Set Prize Pool (SPP), which is used to fund the Set Prizes. The SPP shall hold the temporary balances that may result from having fewer than expected winners in the Set Prize (aka low-tier prize) categories excluding "free Play" prizes. The Source of the SPP is the Party Lottery's weekly prize contributions less actual Set Prize liability;
- c. The above prize reserve accounts may have maximum balance amounts or balance limit triggers that are set by the Product Group and are detailed in the Comments to this Rule.
- d. The maximum balance amounts and balance limit triggers are subject to review by the MUSL Board Finance and Audit Committee. The Finance and Audit Committee shall have two weeks to state objections, if any, to the approved maximum balance amounts or balance limiter triggers. Approved maximum balance amounts or balance limiter triggers shall become effective no sooner than two weeks after notice is given to the Finance and Audit Committee and no objection is stated or sooner if the Committee affirmatively approves the maximum balance amounts or balance limiter triggers. The Group may appeal the Committee's objections to the full Board. Group approved changes in the maximum balance amounts or balance limiter triggers set by the Product Group shall be effective only after the next Grand Prize win.
- e. Contribution rates to prize pools and prize reserve account(s) are as follows
 - i. Twenty-two percent (22%) of a Party Lottery's sales shall be placed in the GPP;
 - ii. Seventeen and one half percent (17.5%) of a Party Lottery's sales shall be placed in the SPP;
 - iii. An amount up to one and thirty-two thousand two hundred and thirteen one-hundred thousandths percent (1.32213%) of a Party Lottery's sales



shall be placed in the PRA until it reaches its designated maximum balance.

- f. The Product Group may determine to expend all or a portion of the funds in the 2by2 prize pools and the prize reserve accounts (except the GPP):
 - i. for the purpose of indemnifying the Party Lotteries in the payment of prizes to be made by the Selling Lotteries; and
 - ii. for the payment of prizes or special prizes in the game, limited to prize pool and prize reserve contributions from lotteries participating in the special prize promotion, subject to the approval of the Board's Finance & Audit Committee or that Committee's failure to object after given two weeks' notice of the planned action, which actions may be appealed to the full Board by the Product Group.
- g. The prize reserve shares of a Party Lottery may be adjusted with refunds to the Party Lottery from the prize reserve account(s) as may be needed to maintain the approved maximum balance and sales percentage shares of the Party Lotteries.
- h. A Party Lottery may contribute to its sales percentage share of prize reserve accounts over time, but in the event of a draw down from a prize reserve account, a Party Lottery is responsible for its full sales percentage share of the prize reserve account, whether or not it has been paid in full.
- i. Any amount remaining in the 2by2 prize pools or prize reserve accounts when the Product Group declares the end of the game shall be returned to the lotteries participating in the prize pool and reserve accounts after the end of all claim periods of all Selling Lotteries, carried forward to a replacement game, or otherwise expended in a manner at the election of the individual Members of the Product Group in accordance with jurisdiction statute.

Expected Prize Payout Percentages

1. All prizes awarded shall be paid as single payment prizes or Free Play prizes. All prize payouts are made with the following expected prize payout percentages, although the prize payout percentages per draw may vary:

For all Plays that are not Double Tuesday qualifying Plays:



Number of Matches Per Play*	Prize Payment	Prize Pool Percentage Allocated to Prize
Two (2) of first set plus two (2) of second set.	\$22,000.00	Grand Prize* 41.1862%
Two (2) of first set plus any one (1) of second set.	\$100.00	8.9861%
Any one (1) of first set plus two (2) of second set.	\$100.00	8.9861%
Two (2) of first set plus none of second set.	\$3.00	1.5501%
None of first set plus two (2) of second set.	\$3.00	1.5501%
Any one (1) of first set plus any one (1) of second set.	\$3.00	12.9399%
Any one (1) of first set plus none of second set.	One (1) Free Play	12.4008%
None of first set plus any one (1) of second set.	One (1) Free Play	12.4008%
None of first set plus none of second set.	\$0.00	0.0000%

* If more than ten (10) Plays chosen by players contain the four (4) winning Grand Prize numbers in any one drawing, the prizes shall be divided as set out in Rules 28.3(a).
The above percentages assume maximum funding of PRA has been reached, and otherwise include all contributions to the prize pools and PRA.

For all Double Tuesday qualifying Plays:

On Double Tuesdays:		
Number of Matches Per Play*	Prize Payment	Prize Pool Percentage Allocated to Prize
Two (2) of first set plus two (2) of second set.	\$44,000.00	Grand Prize* 41.1862%
Two (2) of first set plus any one (1) of second set.	\$200.00	8.961%
Any one (1) of first set plus two (2) of second set.	\$200.00	8.961%
Two (2) of first set plus none of second set.	\$6.00	1.5501%
None of first set plus two (2) of second set.	\$6.00	1.5501%
Any one (1) of first set plus any one (1) of second set.	\$6.00	12.9399%
Any one (1) of first set plus none of second set.	Two (2) Free Plays	12.4008%
None of first set plus any one (1) of second set.	Two (2) Free Plays	12.4008%
None of first set plus none of second set.	\$0.00	0.0000%

* If more than ten (10) Plays chosen by players contain the four (4) winning Grand Prize numbers in any one drawing, the prizes shall be divided as set out in Rules 28.3(a).
The above percentages assume maximum funding of PRA has been reached, and otherwise include all contributions to the prize pools and PRA.

- a. The Grand Prize shall be a set amount of twenty two thousand dollars (\$22,000.00) unless more than ten (10) game Play areas contains the four (4) winning Grand Prize numbers in any single game drawing in which case the total prize money to be paid on greater than ten (10) eligible Plays (taking into account



eligible double prizes) shall be divided equally per prize type (standard prize and double Tuesday prize winners each receiving their proportionate share) on a pari-mutuel basis based on the number of winning game play areas.

- i. Comment. For example, if there are seven (7) standard grand prize winning Plays and four (4) double Tuesday grand prize winning Plays, then each standard winning Play shall receive ten elevenths (10/11) times the (Total of the twenty-two thousand dollar (\$22,000.00) payout) divided by (Number of twenty-two thousand dollar (\$22,000.00) prize winners) and each double Tuesday winning Play shall receive ten elevenths (10/11) times the (Total of the forty-four thousand dollar (\$44,000.00) payout) divided by (Number of forty-four thousand dollar (\$44,000.00) prize winners).*
2. The GPP shall be carried forward to subsequent draws if all or a portion of it is not needed to pay the prizes awarded in the current draw.
 - a. The SPP shall be carried forward to subsequent draws if all or a portion of it is not needed to pay the prizes awarded in the current draw.
 - b. If the total of the Set Prizes awarded in a drawing exceeds the percentage of the Set Prize pool allocated to the prizes, then the amount needed to fund the Set Prizes awarded shall be drawn from the following sources, in the following order:
 - i. The amount available in the SPP, if any; and
 - ii. An amount from the PRA, if available.
 - c. If, after these sources are depleted, there are not sufficient funds to pay the Set Prizes, then the highest Set Prize shall become a pari-mutuel prize. If the amount of the highest Set Prize, when paid on a pari-mutuel basis, drops to or below the next highest Set Prize and there are still not sufficient funds to pay the remaining set prizes awarded, then the next highest Set Prize shall become a pari-mutuel prize. This procedure shall continue down through all Set Prize levels, if necessary, until all Set Prize levels become pari-mutuel prize levels. In that instance, the money available from the funding sources listed in this rule shall be divided among the winning Plays in proportion to their respective prize percentages, with the exception that a "free Play" prize shall always at a minimum be a "free Play" prize.
3. A "Free Play" prize shall constitute a free quick pick single-play 2by2 Play for the next upcoming draw.



Probability of Winning 2by2 Prizes

1. The following table sets forth the probability of winning and the probable distribution of winners in and among each prize category, based upon the total number of possible combinations in 2by2.

Number of Matches Per Play*	Winners	Probability Distribution	Set Prize Amount
Two (2) of first set plus two (2) of second set	1	1:105,625	\$22,000.00
Two (2) of first set plus any one (1) of second set	48	1:2,200.5	\$100.00
Any one (1) of first set plus two (2) of second set	48	1:2,200.5	\$100
Two (2) of first set and none of second set	276	1:382.7	\$3.00
None of first set plus Two (2) of second set	276	1:382.7	\$3.00
Any one (1) of first set and any one (1) of second set	2,304	1:45.8	\$3.00
Any one (1) of first set plus none of second set	13,248	1:8.0	One (1) Free Play
None of first set plus any one (1) of second set	13,248	1:8.0	One (1) Free Play
None of first set plus none of second set		1:4	\$0.00
<u>Overall</u>	29,449	1: 3.59	

As described above the first set of numbers are the “red” set of numbers, the second set of numbers are the “white” set of numbers.

2by2 Prize Payment

1. **Grand Prize.** Grand prizes shall be paid in a single payment and at the discretion of the Selling Lottery that sold the winning Play(s) Grand Prizes may be paid by cash, check, warrant or electronic transfer. The payment of a Grand Prize shall not be made by a Party Lottery until after receiving authorization to pay from the MUSL central office. Funds may be advanced by the Party Lottery for payment of prizes before the funds are received from MUSL.
2. **Set Prize Payments.** All set prizes (whether described as “cash” payment prizes or otherwise) shall be paid in single payment or Free Plays through the Party Lottery that sold the winning Play(s), and at the discretion of the Selling Lottery that sold the winning Play(s), single payment prizes may be paid by cash, check, warrant or electronic transfer. A Party Lottery may begin paying set prizes after receiving authorization to pay from the MUSL central office.
3. **Prizes Rounded.** Prizes that, under these rules, may become single-payment, pari-mutuel prizes, may be rounded down so that prizes can be paid in multiples of whole dollars. Breakage resulting from rounding these prizes shall be carried forward to the prize pool for the next drawing.



4. **Limited to Highest 2by2 Prize Won.** The holder of a winning Play may win only one (1) prize per Play in connection with the winning numbers drawn, and shall be entitled only to the prize won by those numbers in the highest matching prize category. All liability for a 2by2 prize are discharged upon payment of a prize claim.
5. **Prize Claim Period.** Claims for all prize categories, including the Grand Prize, must be submitted within one-hundred and eighty days (180) after the date of the drawing in which the prize was won. If a valid claim is not made for a cash prize within the applicable period, the cash prize shall constitute an unclaimed prize.

Play Validation

1. To be a valid Play and eligible to receive a prize, a Play's ticket or ticketless transaction shall satisfy all the requirements established by a Party Lottery for validation of winning Plays sold through its computer gaming system and any other validation requirements adopted by the Product Group, the MUSL Board, and published as the Confidential MUSL Minimum Game Security Standards. The MUSL and the Party Lotteries shall not be responsible for tickets or ticketless transactions that are altered in any manner.
2. Under no circumstances will a claim be paid for any prize without an official 2by2 ticket (or validly registered ticketless transaction) matching all game Play, serial number and other validation data residing in the Selling Lottery's computer gaming system and such ticket (or validly registered ticketless transaction) shall be the only valid proof of the wager placed and the only valid receipt for claiming or redeeming such prize.
3. In addition to the above, in order to be deemed a valid, winning Play, unless the Play is a validly registered ticketless transaction, all of the following conditions must be met:
 - a. The validation data must be present in its entirety and must correspond, using the computer validation file, to the number selections printed on the ticket for the drawing date(s) printed on the ticket;
 - b. The ticket must be intact;
 - c. The ticket must not be mutilated, altered, reconstituted, or tampered with in any manner;
 - d. The ticket must not be counterfeit or an exact duplicate of another winning ticket;



- e. The ticket must have been issued by an authorized sales agent, selling agent or retailer on official paper stock of the Selling Lottery or otherwise printed in compliance with MUSL Rule 2;
 - f. The ticket must not have been stolen, to the knowledge of the Selling Lottery;
 - g. The Play data must have been recorded on the computer gaming system prior to the drawing and the Play data must match this computer record in every respect. In the event of a conflict between information as printed on the ticket and as accepted by the Selling Lottery's computer gaming system, the wager accepted by the Selling Lottery's computer gaming system shall be the valid wager;
 - h. The player or computer pick number selections, validation data and the Drawing date(s) of an apparent winning Play must appear on the official file of winning Plays, and a Play with that exact data must not have been previously paid;
 - i. The play must not be misregistered, and the Play's ticket must not be defectively printed or printed or produced in error to an extent that it cannot be processed by the Selling Lottery that issued the Play;
 - j. The Play must pass all confidential security checks of the Party Lottery that issued the Play;
 - k. In submitting a Play for validation, the claimant agrees to abide by applicable laws, all rules and regulations, instructions, conditions and final decisions of the Director of the Selling Lottery that issued the Play;
 - l. There must not be any other breach of these 2by2 GameRules in relation to the Play that, in the opinion of the Director of the Selling Lottery that issued the Play, justifies invalidation.
 - m. The Play must be submitted to the Party Lottery that issued it.
 - n. Ticketless transaction Plays must meet the validation requirements of the Selling Lottery that issued the Play.
4. A Play submitted for validation that fails any of the preceding validation conditions shall be considered void, subject to the following determinations:
- a. In all cases of doubt, the determination of the Selling Lottery shall be final and binding; however, the Selling Lottery may, at its option, replace an invalid Play with a Play of equivalent sales price;
 - b. In the event a defective ticket is purchased or in the event the Selling Lottery determines to adjust an error, the Claimant's sole and exclusive remedy shall be



the replacement of such defective or erroneous ticket(s) with a Play of equivalent sales price;

- c. In the event a Play is not paid by a Selling Lottery and a dispute occurs as to whether the Play is a winning Play, the Selling Lottery may, at its option, replace the Play as provided in paragraph (a) of this subsection. This shall be the sole and exclusive remedy of the Claimant unless the laws or regulations governing the Selling Lottery provide for further administrative review.

Play Responsibility

1. **Prize Claims.** Prize claim procedures shall be governed by the rules of the Selling Lottery. The MUSL and the Selling Lotteries shall not be responsible for prizes that are not claimed following the proper procedures as determined by the selling lottery.
2. **Stolen Plays.** The Product Group, the MUSL and the Party Lotteries shall not be responsible for lost or stolen Plays.
3. **Ticketless Transactions.** A receipt for a ticketless transaction Play has no value and is not evidence of a Play. A ticketless transaction Play is valid when registered with the lottery in accordance with lottery rules and the person or, if permitted by the lottery rules, the persons registering the Play shall be the owner of the ticketless transaction Play.
 - a. The Product Group, MUSL and the Party Lotteries shall not be responsible to a prize claimant for Plays redeemed in error by a selling agent or retailer.
 - b. Winners are determined by the numbers drawn and certified by the independent auditor responsible for auditing the 2by2 draw. The Product Group, MUSL and the Party Lotteries shall not be responsible for 2by2 winning numbers reported in error.

Ineligible Players

1. A Play or share for a game issued by this Product Group through any of its Party Lotteries shall not be purchased by, and a prize won by any such Play or share shall not be paid to:
 - a. A MUSL employee, officer, or director;
 - b. A contractor or consultant under agreement with the MUSL to review the MUSL audit and security procedures;



- c. An employee of an independent accounting firm under contract with MUSL to observe drawings or site operations and actually assigned to the MUSL account and all partners, shareholders, or owners in the local office of the firm;
- d. An employee or a commissioner of a Party Lottery to the 2by2 Group; or
- e. An immediate family member (parent, stepparent, child, stepchild, spouse, or sibling) of an individual described in subsections (a), (b), (c) and (d) and residing in the same household.
- f. Those persons designated by a Party Lottery's law as ineligible to play its games shall also be ineligible to play the 2by2 game in that Party Lottery's jurisdiction.

Applicable Law

1. In purchasing a Play, or attempting to claim a prize, purchasers and prize claimants agree to comply with and abide by all applicable laws, rules, regulations, procedures, and decisions of the Party Lottery where the Play was purchased, and by directives and determinations of the director of that Party Lottery.
2. A prize claimant agrees, as its sole and exclusive remedy that claims arising out of a 2by2 Play can only be pursued against the Selling Lottery which issued the Play. Litigation, if any, shall only be maintained within the jurisdiction in which the 2by2 Play was purchased and only against the Selling Lottery that issued the Play. No claim shall be made against any other Participating Lottery or against the MUSL.
3. Nothing in these Rules shall be construed as a waiver of any defense or claim the Selling Lottery which issued the Play, any other Participating Lottery or MUSL may have in any litigation, including in the event a player or prize claimant pursues litigation against the Selling Lottery, any other Participating Lottery or MUSL, or their respective officers, directors or employees.
4. All decisions made by a Selling Lottery, including the declaration of prizes and the payment thereof and the interpretation of 2by2 Rules, shall be final and binding on all Play purchasers and on every person making a prize claim in respect thereof, but only in the jurisdiction where the 2by2 Play was issued.
5. Unless the laws, rules, regulations, procedures, and decisions of the Lottery which issued the Play provide otherwise, no prize shall be paid upon a Play purchased, claimed or sold in violation of these Rules or the laws, rules, regulations, procedures, and decisions of



that Selling Lottery; any such prize claimed but unpaid shall constitute an unclaimed prize under these Rules and the laws, rules, regulations, procedures, and decisions of that Selling Lottery.

