

REVISION HISTORY
AMENDMENT OF OFFICIAL KENO GAME RULES

*****	Changes prior to the below dates are not shown
January 17, 2016	
June 10, 2024	Amendment of the Official Keno Game Rules by incorporating the concept of iLottery and ticketless wagering.

OFFICIAL GAME RULES KENO

Please take notice that the Connecticut Lottery Corporation ("CLC") duly adopted, with the advice and consent of the Board of Directors, the following rules governing the operations of its "KENO" game, with such rules originally being adopted in January 17, 2016 and most recently amended on June 10, 2024.

PART I GENERAL. The KENO game described herein shall commence on the date KENO sales begin through the CLC's Online Platform and shall continue until the CLC President and CEO publicly announces a termination date.

PART II DEFINITIONS. The following words and terms, when used within this document, shall have the following meaning unless otherwise indicated:

- A. "Advance Action" or "Subscription Wager" shall mean a multi-draw purchase option wherein the same set(s) of numbers may be played for a specified number of consecutive drawings. The Advanced Action or Subscription Wager shall be effective on a future date as prescribed by the governing laws, policies and rules of the CLC.
- B. "Authorized Claim Center" shall mean a Retailer, High-Tier Claim Center, CLC Headquarters or other claiming location authorized by CLC where a winning Game Ticket can be validated or cashed.
- C. "Board" or "Board of Directors" means the Board of Directors governing the Connecticut Lottery Corporation.
- D. "Bonus Multiplier" shall mean a number (one [1], two [2], three [3], four [4], five [5] or ten [10]) randomly selected by the Retail Lottery Gaming System prior to each Drawing, which, subject to the maximum prize limits set forth in these Official Game Rules, multiplies the prize by the value of the Bonus Multiplier number selected for that Drawing.
- E. "Claimant" or "Winner" shall mean any natural person or legal entity submitting a winning Keno ticket or valid proof of a Ticketless Transaction within the required prize claim period. A Claimant may be the purchaser, a natural person or legal entity named on the back of a signed Ticket, the bearer of an unsigned Ticket, or any other natural person or legal entity that may seek entitlement to a prize payment in accordance with the CLC's constitutional provisions, statutes, regulations and rules. No Claimant may assert rights different from the rights acquired by the original purchaser at the time of purchase.
- F. "Corporation or CLC" shall mean the Connecticut Lottery Corporation as established by Connecticut Public Act §96-212.
- G. "DCP" shall mean the Department of Consumer Protection of the State of Connecticut.
- H. "Drawing" shall mean the formal process of selecting the Bonus Multiplier number and Winning Numbers that conclusively determine the number of winning Tickets for each Spot Category and prize level of the Game.
- I. "Liability Limit" shall refer to the CLC's limit for paying claims, as described more fully in Part IV Section E of these Official Game Rules.
- J. "Play" or "Wager" shall mean, up to ten (10) numbers that appear on a Ticket or Ticketless Transaction as a single board or panel.

- K. "Player" or "Purchaser" shall mean a natural person(s) or legal entity who buys a Wager(s) in accordance with these Official Game Rules.
- L. "President and CEO shall mean the President and CEO of the Connecticut Lottery Corporation.
- M. "Quick Pick" shall mean the random selection of numbers resulting in a wager accepted by the Retail Lottery Gaming System.
- N. "Retail Lottery Gaming System" shall mean the Wagering system utilized by the CLC for the purpose of issuing and validating Tickets, and the Wagering system where all valid Ticketless Transactions must be recorded.
- O. "Retailer" shall mean a natural person or legal entity licensed by the Department of Consumer Protection and authorized by the CLC to sell Tickets.
- P. "Spot Category" shall mean the quantity of numbers (one [1] through ten [10], inclusive) a Player selects for a particular Drawing, which is the quantity of numbers the Player uses to compare to the Winning Numbers.
- Q. "Terminal" shall mean a device connected to the Retail Lottery Gaming System functioning to issue and validate lottery transactions. Some Terminals are solely operated by Retailer staff for entering Wagers and validating Tickets, while other Terminals, such as lottery vending machines, are operated by the Purchaser for the same purpose.
- R. "Ticket" shall mean an acceptable evidence of Game Play that represents a wager accepted by the Retail Lottery Gaming System and meeting the specifications defined in these Official Game Rules.
- S. "Ticketless Transaction" means any Play that is not printed on paper and that meets the CLC claiming requirements. Examples of Ticketless Transactions include internet and other types of Registered Plays. All Ticketless Transactions must be recorded on the Retail Lottery Gaming System to be valid.
- T. "Winning Numbers" shall mean the twenty (20) numbers that are randomly selected in each Drawing and used to determine the winning Play contained on a Ticket or Ticketless Transactions.

PART III DRAWINGS.

- A. Keno drawings shall be conducted 7 days a week, including holidays and drawing will be conducted every 4 minutes.
- B. The hour(s) and day(s) of the drawings shall be determined by the President and CEO, and displayed on the CLC website – ctlottery.org.
- C. The place(s) of the Drawings shall be determined by the President and CEO.

PART IV GAME DESCRIPTION AND CHARACTERISTICS

- A. Game Design. The Game is a ten-twenty-eighty (10-20-80) game. For each Drawing, a Player may choose to play a Spot Category between one (1) and ten (10), inclusive, and make a corresponding selection of number choices. The Retail Lottery Gaming System selects twenty (20) Winning Numbers from a pool of one (1) to eighty (80), inclusive, as well as a Bonus Multiplier number, for each Drawing.
- B. Purchases. Tickets or Ticketless Transactions must be purchased from a terminal operated by a Retailer, a lottery vending machine, through the CLC iLottery Platform, or such other means, as approved by the CLC. Quick Pick. Quick Pick shall refer to the random selection of numbers made by the Retail Lottery Gaming System rather than by the Player. The Quick Pick option is available through wagers placed with Retailers, on lottery vending machines, and with Ticketless

Transactions.

1. Customer Select. Players may convey their number selections to any Retailer for a Ticket. Such number selections shall be manually entered by the Retailer.
 2. Quick Pick. Quick Pick shall refer to the random selection of numbers made by the Retail Lottery Gaming System rather than by the Player. The Quick Pick option is available through Wagers placed with Retailers, on lottery vending machines, and with Ticketless Transactions.
 3. Player Responsibility. It shall be the sole responsibility of the player to verify the accuracy of each Wager and the other data printed on the Ticket. The placing of wagers is done at the player's own risk through the Retailer who is acting on behalf of the player in entering the play or plays, or by purchasing Tickets through lottery vending machines or through iLottery.
- D. Ticket Format. Tickets shall include, but are not limited to player's number selection, game logo, game name, Player's Spot Category, ticket cost, terminal number, barcode, Quick Pick (if selected), Bonus Multiplier (if selected) serial number and draw date. Tickets may also include the selling date, time stamp and any other information deemed necessary by CLC.
- E. Ticket Price.
1. Price. The basic price of each Wager shall be \$1.00. Multiple Wagers can be added to a Ticket or Ticketless Transaction as determined by the CLC.
 2. Cost for Consecutive Drawings. The price of a Ticket for play in consecutive Drawings is the price of a Ticket for a single Drawing multiplied by the number of consecutive Drawings purchased.
 3. Bonus Multiplier. If the Bonus Multiplier feature is purchased, the total Ticket price (the price of a Ticket for a single Drawing multiplied by the number of consecutive Drawings purchased) is doubled.
 4. Promotions. The CLC may offer Wagers through promotions, including promotions that offer a discount.
 5. Tickets as Prizes. The CLC may offer Wagers as a prize in any other lottery game.
 6. No Ticket, Wager or Ticketless Transaction can be voided or cancelled.
- F. Claims. A Ticket or Ticketless Transaction, subject to the validation requirements of the CLC, shall be the only proof of a Wager. The submission of a winning Ticket to the CLC's Retailers or Authorized Claim Center shall be the sole method of claiming a prize or prizes, however iLottery wins of \$599 or less will be automatically credited to player accounts without the need for making a claim. iLottery wins over \$599 shall be claimed at the Connecticut Lottery Headquarters. Winners must provide two (2) valid forms of signed identification, one of which must be a "Government issued" photo ID. In order for a claim to be processed, winners must provide a valid Social Security number. A claim based upon a lost or missing Ticket shall not be honored.
- G. Replay Feature. At the President's discretion, the barcodes of already-purchased Tickets may be used to duplicate another Ticket of the same price, for the same number of Drawings, and with the same number selections and options, including whether the Bonus Multiplier was purchased.
- H. Prize Claim Period. The prize claim period shall be one hundred eighty (180) calendar days from the date of the Drawing. All tickets purchased for drawings occurring between midnight and 2am will be considered purchased on the previous date (Nov 16 midnight -2am = Nov 15) for the purposes of applying the 180 day claim period.

PART V PRIZES LIABILITY LIMITS, PRIZE PAYOUTS AND PRIZE LEVELS. Prizes are determined separately for each Spot Category. The bearer of a winning Ticket or Ticketless Transaction shall be entitled to only one (1) prize per Drawing, specifically, the prize in the Player's Spot Category for matching the highest number of the Player's numbers to the Winning Numbers. Prize amounts are subject to all applicable provisions of these Official Game Rules.

- A. Wagers Greater than One Dollar (\$1.00). If a Ticket or Ticketless Transaction shows a Wager greater than one dollar (\$1.00) per Drawing, the prize shown for a one dollar (\$1.00) wager shall multiply according to the wager amount shown on the winning Ticket, subject to the maximum prize limitations set forth in the Official Game Rules and the prize Liability Limits Additional

Wager & Prize Examples:

- \$2 wager; 8 Spot Category; 6 numbers matched = \$150 prize.
- \$5 wager; 5 Spot Category; 3 numbers matched = \$10 prize.
- \$10 wager; 4 Spot Category; 4 numbers matched = \$1,000 prize.
- \$20 wager; 10 Spot Category; 10 numbers matched = \$100,000 prize.

- B. Maximum Prizes.

1. Maximum Prize Without the Bonus Multiplier: One hundred thousand dollars (\$100,000) is the maximum prize per Drawing on any one (1) Ticket or Ticketless Transaction without the Bonus Multiplier purchased, regardless of the amount wagered for that Drawing, the Spot Category selected, or the number of Winning Numbers matched. Maximum Prize With the Bonus Multiplier: One million dollars (\$1,000,000) is the maximum prize per Drawing on any one (1) Ticket or Ticketless Transaction with the Bonus Multiplier purchased, regardless of the amount wagered for that Drawing, the Spot Category Selected, the Bonus Multiplier number selected, or the number of Winning Numbers matched. Any Ticket winning one million dollars (\$1,000,000) is subject to split prize liability.

- C. Prize Liability Limits.

1. Tickets or Ticketless Transaction without the Bonus Multiplier: There is no prize Liability Limit for Tickets or Ticketless Transactions without the Bonus Multiplier purchased.
2. Tickets Ticketless Transaction with the Bonus Multiplier: Prizes for Tickets or Ticketless Transaction with the Bonus Multiplier purchased that win one million dollars (\$1,000,000) are based on a liability that will be split equally among the number of one million dollar (\$1,000,000) winning Tickets or Ticketless Transaction. The CLC's Liability Limit for such winning Tickets or Ticketless Transaction is two million dollars (\$2,000,000) per Drawing.
 - i. One (1) to Two (2) One Million Dollar (\$1,000,000) Winning Tickets or Ticketless Transaction. If there are one (1) or two (2) one million dollar (\$1,000,000) winning Tickets or Ticketless Transaction in a particular Drawing, the prize awarded for each such Ticket shall be one million dollars (\$1,000,000).
 - ii. Three (3) or More One Million Dollar (\$1,000,000) Winning Tickets or Ticketless Transactions s. If there are three (3) or more one million dollar (\$1,000,000) winning Tickets in a particular Drawing, the CLC's liability for those Tickets or Ticketless Transactions shall be capped at two million dollars (\$2,000,000) and shall be split equally among all one million dollar (\$1,000,000) winning Tickets or Ticketless Transactions.
3. There shall be no pool rollovers and no prize carry-overs for any prize level in any Drawing.

- D. Exchange Ticket. A winning Ticket that had been purchased for play in multiple, consecutive Drawings may be paid before the last game number appearing on the Ticket or Ticketless Transaction. The Retail Lottery Gaming System will generate an exchange Ticket or Ticketless Transaction to replace a Ticket or Ticketless Transaction that was paid before the last game number appearing on the Ticket or Ticketless Transaction. An exchange Ticket or Ticketless Transaction shall reflect the remaining cost and remaining number of Drawings, but shall otherwise have the same Game Play as the Ticket or Ticketless Transaction it is replacing, and shall have all other characteristics of a Ticket or Ticketless Transaction, except as otherwise stated in these Official Game Rules. A Player may replay an exchange Ticket or Ticketless Transaction. Such replayed exchange Ticket will reflect the remaining cost and number of Drawings at the time the Ticket was exchanged, not the original cost and number of Drawings at the time of original Ticket or Ticketless Transaction purchase. An exchange Ticket must satisfy all the requirements established by the CLC for claiming winning Tickets or Ticketless Transactions sold through the Retail Lottery Gaming System.
- E. Payment of Prizes. All winning Tickets or Ticketless Transactions, shall be paid in accordance with these Official Game Rules and CLC's prize claiming requirements. The CLC shall withhold taxes and other required withholdings in accordance with applicable federal and state laws. To be a valid Ticket or Ticketless Transaction, and eligible to receive a prize, a winning Ticket shall satisfy all the requirements established for the validation of winning Tickets or Ticketless Transactions established by the CLC. The CLC shall not be responsible for Tickets or Ticketless Transactions that are altered in any manner.

PART VI DISPUTES. In the event a dispute between the CLC and a Ticket or Ticketless Transaction bearer occurs as to whether the Ticket or Ticketless Transaction is a winning ticket, and if the ticket prize is not paid, the CLC may, solely at its option and discretion, reimburse the Ticket or Ticketless Transaction bearer the purchase price of the ticket. This shall be the sole and exclusive remedy to the bearer of the Ticket or Ticketless Transaction.

PART VII APPLICABILITY OF STATUES, REGUATIONS, RULES AND INSTRUCTIONS.

- A. In purchasing a Ticket or Ticketless Transaction the purchaser agrees to comply with and abide by all applicable laws, regulations, game rules, instructions, and final decisions of the President and CEO for control of the Keno game.
- B. The President and CEO reserves the right and has the authority to make any or all changes that are considered appropriate and necessary for the game. The President and CEO will notify the Board of Directors of said changes at the next scheduled meeting.

STATISTICAL INFORMATION

The following table details statistical information relevant to the game. Odds of Winning, Estimated Prize Payouts and Prize Funding:

Overall prize payout is approximately 65.21% and may vary by Drawing.

The following tables are based on a one dollar (\$1.00) wager, without the Bonus Multiplier purchased.

10 Spot Game		
Number Matches	Prize	Odds of Winning: 1/
10	\$100,000*	8,911,712
9	\$5,000*	163,382
8	\$500	7,385
7	\$50	621
6	\$15	88
5	\$2	20
0	\$4	22
Overall Odds 1 in		9.1
9 Spot Game		
Number Matches	Prize	Odds of Winning: 1/
9	\$30,000*	1,380,688
8	\$3,000	30,682
7	\$130	1,691
6	\$25	175
5	\$5	31
0	\$2	16
Overall Odds 1 in		9.8
8 Spot Game		
Number Matches	Prize	Odds of Winning: 1/
8	\$10,000*	230,115
7	\$500	6,233
6	\$75	423
5	\$10	55
4	\$2	13
Overall Odds 1 in		9.8

7 Spot Game		
Number Matches	Prize	Odds of Winning: 1/
7	\$5,000*	40,980
6	\$100	1,366
5	\$20	116
4	\$2	20
3	\$1	6
Overall Odds 1 in		4.3
6 Spot Game		
Number Matches	Prize	Odds of Winning: 1/
6	\$1,300	7,753
5	\$50	324
4	\$7	36
3	\$1	8
Overall Odds 1 in		6.2
5 Spot Game		
Number Matches	Prize	Odds of Winning: 1/
5	\$450	1,551
4	\$16	83
3	\$2	12
Overall Odds 1 in		10.4
4 Spot Game		
Number Matches	Prize	Odds of Winning: 1/
4	\$100	327
3	\$3	24
2	\$1	5
Overall Odds 1 in		3.9
3 Spot Game		
Number Matches	Prize	Odds of Winning: 1/
3	\$27	73
2	\$2	7.3
Overall Odds 1 in		6.6
2 Spot Game		

Number Matches	Prize	Odds of Winning: 1/
2	\$11	17
Overall Odds 1 in		16.7

1 Spot Game		
Number Matches	Prize	Odds of Winning: 1/
1	\$2.50	4
Overall Odds 1 in		4.0

*Split prize liability only applies to a wager winning one million dollars (\$1,000,000), and prize amounts for such wager may be split if there are multiple winners, in accordance with the provisions set forth in Part IV Section E of these Official Game Rules. Split prizes may be lower than the published prize amounts.

Base Game with the Bonus Multiplier. When the Bonus Multiplier option is purchased, the prize amount won for a Drawing is multiplied by the value of the Bonus Multiplier number the Lottery Retail Gaming System selects for that particular Drawing. A prize increased by the Bonus Multiplier number is subject to maximum prize limits and split prize liability. Without in any way impairing a Player's right to a prize based on the Bonus Multiplier, the President and CEO, at his/her sole discretion, is authorized to initiate and terminate the Bonus Multiplier option.

Bonus Multiplier Odds Per Drawing		
Bonus Multiplier Number	Percent Drawn	Odds 1 in:
1 ("No Bonus" displayed)	41.20%	2.5
2	40.00%	2.5
3	7.50%	13.4
4	6.30%	15.9
5	3.80%	26.4
10	1.20%	83.4
Total	100%	

Odds that a Bonus Multiplier number of two (2) or greater is drawn: 1 in 1.70
