

ARKANSAS LOTTERY COMMISSION
ARKANSAS MEGA MILLIONS® RULES

A. General Provisions

1. The Arkansas Mega Millions® Rules are comprised of: (1) the Arkansas Scholarship Lottery Act; (2) the Arkansas Lottery Commission (ALC) Operational Rules; (3) the ALC Rules for Claims in Contract or Tort; (4) the MUSL Mega Millions Product Group Rules; and (5) the Arkansas Mega Millions® Rules. Each numbered item cited above shall have equal weight unless there is an inconsistency between or among the documents, in which case the document listed first shall be controlling.
2. ALC is a member of the Multi-State Lottery Association (MUSL), a non-profit and government-benefit association which is owned and operated by its member lotteries.
3. These rules may be amended at the ALC's discretion.

B. Ticket Purchases

1. Each play costs one dollar (\$1.00).
2. Plays can be entered manually by a retailer using the online terminal or through the use of an ALC-issued playslip.
3. Ticket sales will be suspended fifteen (15) minutes prior to the draw. Ticket sales will resume as soon as practicable following the draw.
4. Tickets cannot be canceled.
5. If the player receives a damaged or illegible ticket or if the terminal fails to produce a ticket, the retailer shall provide the player with a new ticket. The retailer should retain the damaged ticket, if possible, and contact ALC.

C. Game Play

1. A play is one (1) set of six (6) numbers: (5) different numbers from one (1) to fifty-six (56), which are the White Ball numbers, and one (1) number from one (1) to forty-six (46), which is the Megaball® number. The Megaball® number can be the same as a White Ball number.
2. Plays are marked on a playslip or communicated directly to the retailer to enter manually in the online terminal. The terminal will generate a ticket with the corresponding play(s).
3. When using a playslip, the player should make a heavy mark in the appropriate boxes on each panel. Only blue or black ink or pencil should be used on the playslip.

Red will not be accepted. If a player makes an error in number selection, the VOID box for that play should be marked. A player should not erase any item on the playslip. Up to five (5) plays may be marked on a single playslip.

4. A player may choose to have any or all of the numbers randomly generated by the terminal. The Quick Pick option may be marked on the playslip or communicated to the retailer.

D. Multi Draws

1. A play is valid for the next upcoming draw only. To play multiple upcoming draws, the player should request from two (2) to twenty (20) Multi Draws either on the playslip or through the retailer.
2. Multi Draws will include and be consecutive from the next upcoming draw. Draws cannot be skipped or selected for some nonconsecutive draw(s) in the future.
3. Each Multi Draw play selected will add one dollar (\$1.00) per play to the ticket price. Selection of the Megaplier® option on a playslip will add that feature to all of the player's Multi Draw selections.
4. The range of draw dates for which the ticket is valid will be printed on the ticket.
5. If a player cashes a ticket with draw(s) remaining, the player must ensure that the retailer returns a reissued ticket to the player.

E. Megaplier® Option

1. The Megaplier® option can be added to any Mega Millions® play for an additional one dollar (\$1.00) per play times the number of Multi Draws played.
2. A play with Megaplier® which wins one (1) of the eight (8) lowest lump sum Set Prizes (excluding the Match 5+0 prize) will be multiplied by the number selected, either two, three, or four (2, 3, or 4), in a separate random Megaplier® drawing.
3. The odds of each of the standard multipliers being selected are as follows: 2X multiplier 1 in 10.5, 3X multiplier 1 in 3, and 4X multiplier 1 in 1.75.
4. With the Megaplier® option, the prize for matching all five (5) White Ball numbers but not the Megaball® number will be one million dollars (\$1,000,000), regardless of the Megaplier® multiplier selected.
5. Megaplier® does not apply to the Jackpot prize.

F. Drawings

1. Drawings are held at 10:00 p.m. CT on Tuesday and Friday.

2. Five (5) White Ball numbers are drawn followed by one (1) Megaball® number. A separate random Megaplier® drawing will be conducted with results announced during the regular Mega Millions® drawing.
3. The player can match the numbers drawn in any order.

G. Prizes and Odds

1. Mega Millions® Prizes and Odds Table

Prize Level	Matching Numbers	Prize Amount	Odds of Winning
1	5 + 1 (Megaball®)	JACKPOT	1 in 175,711,536.00
2	5 + 0	\$250,000	1 in 3,904,700.80
3	4 + 1 (Megaball®)	\$10,000	1 in 689,064.85
4	4 + 0	\$150	1 in 15,312.55
5	3 + 1 (Megaball®)	\$150	1 in 13,781.30
6	2 + 1 (Megaball®)	\$10	1 in 843.75
7	3 + 0	\$7	1 in 306.25
8	1 + 1 (Megaball®)	\$3	1 in 140.63
9	0 + 1 (Megaball®)	\$2	1 in 74.80
		Overall:	1 in 39.89

2. The holder of a winning ticket 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.

3. Megaplier® Prize Table

Matching Numbers	Mega Millions® Prize	Megaplier® 2X (Megaplier® Odds 1 in 10.5)	Megaplier® 3X (Megaplier® Odds 1 in 3)	Megaplier® 4X (Megaplier® Odds 1 in 1.75)
5 + 0	\$250,000	\$1,000,000	\$1,000,000	\$1,000,000
4 + 1 (Mega Ball)	\$10,000	\$20,000	\$30,000	\$40,000
4 + 0	\$150	\$300	\$450	\$600
3 + 1 (Mega Ball)	\$150	\$300	\$450	\$600
2 + 1 (Mega Ball)	\$10	\$20	\$30	\$40
3 + 0	\$7	\$14	\$21	\$28
1 + 1 (Mega Ball)	\$3	\$6	\$9	\$12
0 + 1 (Mega Ball)	\$2	\$4	\$6	\$8

4. Jackpot Prize

- i. The Jackpot prize is won by matching all five (5) White Ball numbers and the Megaball® number selected in a draw.
- ii. If there is no Jackpot prize winner in a draw in any lottery selling the Mega Millions® game, the portion of the Prize Fund allocated to the Jackpot prize category shall be added to the amount allocated for the Jackpot prize category in the next consecutive draw.
- iii. After being won, the Jackpot prize returns to twelve million dollars (\$12,000,000.00).
- iv. If there is more than one (1) Jackpot prize winning ticket, the prize money allocated to the Jackpot prize will be divided equally by the number of winning plays. A Jackpot prize winner has sixty (60) days from the date of claim to elect either to receive the Jackpot prize as an annuity or as one (1) lump-sum cash payment. If the payment election is not made within that time frame, the Jackpot prize will be paid as an annuity prize. An election made after the winner becomes entitled to the prize is final and cannot be revoked, withdrawn, or otherwise changed.
- v. All annuitized prizes will be paid annually in twenty-six (26) payments with the initial payment being made in cash, to be followed by twenty-five (25) payments funded by the annuity.

H. Claim Procedures

1. All plays selected on a playslip print on one (1) ticket. All winnings on a ticket are totaled.
2. Prizes of five hundred dollars (\$500.00) or less can be claimed at any ALC retailer or claim center.
3. Prizes over five hundred dollars (\$500.00) must be claimed at an ALC claim center.
4. Prizes over one million dollars (\$1,000,000.00) must be claimed at the Little Rock Claim Center, 124 West Capitol Avenue, Little Rock, AR 72201 (1st Floor Union Plaza Building).
5. Prize claims may be mailed to ALC, P.O. Box 3838, Little Rock, AR 72203. Prize claims must include a completed ALC claim form.
6. All prizes are subject to all applicable taxes and debt setoff. A prizewinner's ultimate tax liability will depend exclusively upon the winner's other personal income and deductions.

I. Claim Period and Ticket Responsibility

1. All prizes must be claimed within one hundred eighty (180) days of the draw date in which the prize was won. Any prize not claimed within that period and in the manner specified above will be forfeited.
2. It shall be the sole responsibility of the player to verify the accuracy of the game play(s) and draw date(s) printed on the ticket.
3. A ticket is a bearer instrument. Players should fill in the claim information in the space provided on the reverse side of the ticket and sign the ticket immediately after the purchase. The individual presenting a ticket for validation is presumed to be the owner of the ticket, and ALC assumes no liability for claims made by third parties.
4. Neither the playslip nor a terminal receipt shall constitute evidence of ticket purchase or of numbers selected. The printed ticket is the only valid receipt for claiming a prize.
5. ALC will not be responsible for lost or stolen tickets or for tickets lost in the mail, mailed to an incorrect address, or mailed to an address other than the address specified by ALC to receive prize claims.
6. ALC will not be responsible for tickets claimed by a player in error for a lower prize at a retailer.