



February 11, 2009

Charitable Gaming  
Directive No. 6.04.01

## Charity Game Ticket (I Sank Your Battleship)

### BACKGROUND

Each box of *I Sank Your Battleship* contains 600 charity game tickets and a prize wheel. *I Sank Your Battleship* is a game containing instant winners plus tickets bearing a battleship that allow players to choose a window on the prize wheel for one of the top prizes.

### SALES

1. A licensee may only sell one deal of *I Sank Your Battleship* at a time.
2. Tickets may only be sold from a ticket vending machine or stationary location.
3. The prize wheel must be kept in a secure location by the licensee.
4. When selling the tickets from a ticket vending machine:
  - a. The complete deal must be loaded into one column of the machine.
  - b. The last ticket loaded into the machine must be marked as such and dated. It must remain on the top of the stack until the entire deal is sold.
  - c. The machine must be in a location easily monitored by a worker.
5. When selling tickets from a stationary location:
  - a. The complete deal must be in one container where all available tickets are visible.
  - b. As the last ticket is sold, it must be marked as such and dated.

### REDEMPTIONS

6. Winning tickets must be claimed within the time posted by the licensee, not less than 14 days from the date the last ticket in the deal was sold.
7. A player with a ticket containing a battleship symbol may redeem the ticket with a worker of the licensee for a chance to select a symbol from the available windows on the prize wheel.
8. When a player attempts to redeem a battleship ticket containing a battleship symbol, the worker must:
  - a. Verify the presence of a winning battleship symbol and that the serial number matches the serial number on the prize wheel.
  - b. Allow the player to choose from the available windows on the prize wheel (not including "LAST SALE ONLY" window) and confirm the requested window.
  - c. Carefully pull off the corresponding tab.
  - d. Reveal to the player the prize amount won displayed on the bottom of the tab.
  - e. Pay the player.

- f. Staple the tab to the redeemed ticket; then deface it (e.g., punch hole in window or draw line across windows in ink.)
9. The player who purchases the last ticket in the deal may redeem his or her ticket for the concealed prize on the prize wheel designated as "LAST SALE ONLY."
10. Upon receipt of the last ticket in the deal, the worker must:
  - a. Ensure the ticket is, in fact, the last ticket in the deal.
  - b. Verify the serial number on the ticket matches the serial number on the prize wheel.
  - c. Carefully pull off the "LAST SALE ONLY" tab on the prize wheel.
  - d. Reveal to the player the prize amount displayed on the bottom of the tab.
  - e. Pay the player.
  - f. Staple the tab to the redeemed ticket; then deface it (e.g. punch hole in window or draw line across windows in ink.)
11. All redeemed tickets with attached tabs, which have been defaced, must be kept with the other redeemed tickets.
12. Once the worker's redemptions have been reconciled, all redeemed tickets and tabs must be immediately destroyed.

#### **PRIZE PAYOUT**

13. Each deal of *I Sank Your Battleship* is configured as follows:

Takes In:	\$600.00 per deal (600 tickets @ \$1.00 each)
Pays Out:	\$450.00 per deal
Gross Profit:	\$150.00 per deal
% Payout:	75.00% per deal
% Profit (Net):	15.00% per deal
Winning Ticket Ratio:	1 in 6.00 per deal

<u>Number of Tickets</u>	<u>Prize Amount</u>	<u>Winning Combination</u>
2	\$100.00	Prize Wheel
1	\$50.00	Prize Wheel
1	\$30.00	Prize Wheel
2	\$20.00	Prize Wheel
2	\$15.00	Prize Wheel
2	\$5.00	(3) Life Rings
90	\$1.00	(3) Anchors

**Note:** Last ticket sold in the deal wins the "LAST SALE ONLY" prize on prize wheel.

Signed copy available upon request

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M. Scott Bowen, Lottery Commissioner

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Date