



Daily 4 Game Rules

1. Name

The collective name of the draw games conducted pursuant to this rule is "Daily 4". As used in this rule, the term "Daily 4" shall include both Daily 4 – Evening and Daily 4 – Midday unless context requires otherwise.

2. Independent draw games

(a) Daily 4 shall be conducted as two (2) separate and independent draw games designated Daily 4 - Evening and Daily 4 - Midday, respectively. Tickets in the Daily 4 - Evening game are not associated with the Daily 4 – Midday game and vice versa. The two (2) games shall have separate selection events and winning numbers.

Notwithstanding the foregoing, the odds, play styles, and prizes shall be identical in both Daily 4 games.

(b) If the player elects to make a wager for multiple draws and selects the Midday draw option, the multi-draw ticket shall be valid for the next consecutive Daily 4 – Midday selection event(s) following the first selection event for which the ticket is valid. If the player elects to make a wager for multiple draws and selects the Evening draw option, the multi-draw ticket shall be valid for the next consecutive Daily 4 – Evening selection event(s) following the first selection for which the ticket is valid. If the player elects to make a wager for multiple draws for both Daily – 4 Midday and Daily 4 – Evening selection events, the multi-draw ticket shall be valid for the next consecutive Daily 4 selection event(s) following the first selection event for which the ticket is valid.

3. Definitions

(a) The definitions in Indiana Code 4-30, 65 IAC, and this section apply throughout these game rules.

(b) "1-OFF" means a wager where a digit(s) is one (1) higher or one (1) lower than the drawn number(s) and match in exact order. 1-OFF wagers pay on one (1) digit off, two (2) digits off or three (3) digits off. 1-OFF plays do not pay a prize on a Straight play match.

(c) "Bach 3 play" means a wager that the back three (3) digits selected by the player will be drawn by the Commission during a specified selection event in the exact order or any order that the digits were selected by the player based on the play type selected.

(d) "Box play" means a wager that the four (4) digits selected by the player will match the winning numbers drawn by the Commission in a specified selection event in any order.

(e) "Combo play" means a wager that is split evenly between a Straight play and a Box play.

(f) "Daily 4" is the name of the base game.

(g) "Daily 4 – Evening" means the Daily 4 game associated with selection events conducted in the evening.

(h) "Daily 4 – Midday" means that Daily 4 game associated with selection events conducted in the afternoon.

(i) "Front 3 play" means a wager that the front three (3) digits selected by the player will be drawn by the Commission during a specified selection event in the exact order or any order that the digits were selected by the player based on the play type selected.

(j) "Straight play" means a wager in which selected numbers match the winning numbers drawn by the Commission in a specified selection event in exact order that the digits were selected by the player.

(k) "SUPERBALL" is the name of the add-on game.

(l) "Wager" means the amount in which the player elects to play per board purchased.

(m) "Wheel play" means a wager that generates all combinations of the four (4) digits selected by the player, with each combination to be wagered as a Straight play. Total cost of a Wheel play ticket is dependent upon the player's wager and numbers selection.

(n) "Winning Daily 4 numbers" means to four (4) numbers determined in a specific Daily 4 selection event and announced as such pursuant to section 7 of these game rules.

(o) "Winning SUPERBALL number" means the one (1) number determined to be the winning SUPERBALL number which can replace any one (1) of the Winning Daily 4 numbers to create winning combinations and announced as such pursuant to section 7 of these game rules.

4. Ticket price

(a) A wager for one (1) play for Daily 4 – Midday or Daily 4 – Evening must be made in a minimum of fifty cents (\$0.50) or increments of one dollar (\$1) and shall not exceed ten dollars (\$10).

(b) The price to add SUPERBALL to Daily 4 shall be equal to the amount wagered on the base game for each board played.

5. Procedure for playing

(a) Daily 4

(1) A single play, applicable to a particular selection event for either Daily 4 – Midday or Daily 4 – Evening, shall include the selection of:

(A) the amount wagered under section 4 of these rules;

(B) four (4) digits in a specified order, with each digit ranging from zero (0) to nine (9); and

(C) a play type from the following:

- (a) Straight play;
- (b) 1-OFF play;
- (c) Combo play;
- (d) Box play;
- (e) Wheel play;
- (f) Front 3 play; or
- (g) Back 3 play

(2) A valid ticket for a Daily 4 – Midday or Daily 4 – Evening selection event must originate from the Commission. A ticket may only be issued after the information and purchaser elections required by this rule are entered into a terminal.

(3) A ticket is the only valid proof of a play and the only valid receipt for claiming a prize resulting from a Daily 4 – Midday or Daily 4 – Evening selection event. A playslip shall have no pecuniary or prize value and shall not constitute evidence of purchase of a ticket or a play.

(4) A ticket is only effective for the selection event or events indicated on the ticket. If the purchaser fails to specify Daily 4 – Midday or Daily 4 – Evening, the retailer may issue a ticket for the next scheduled drawing. Subject to the restrictions of 65 IAC 7-1-6, the Commission may offer multi-draw tickets for Daily 4 – Midday or Daily 4 – Evening selection events which are effective for up to twenty-eight (28) consecutive selection events. Daily 4 multi-draw tickets are limited to the game for which they were purchased unless the player elects to apply multi-draw to both the Daily 4 – Midday and the Daily 4 – Evening selection events.

(5) Sales of tickets for Daily 4 selection events shall be suspended prior to the time of the associated selection event at a time determined by the director.

(6) Sales of tickets containing a particular play shall be suspended if the total liability of the Commission for winning tickets containing that play would exceed an amount established by the director or the director's designee. No person shall be entitled to purchase a ticket containing any particular play if such play has been suspended, and neither the Commission, the director, nor any employee of the Commission shall be liable for the inability of any person to purchase a ticket containing a particular play.

(7) If a paper playslip is used to select a player's numbers for a Daily 4 selection event, the playslip must have been issued by the Lottery and completed by hand. The playslip will be scanned by the terminal or keyed in by hand by the retailer.

(8) If a digital playslip is used from the Hoosier Lottery "myplayslip" app feature to select a player's numbers for a Daily 4 – Midday or Daily 4 – Evening selection event, the player must provide their device to be scanned on the terminal.

(9) A purchased ticket for Daily 4 – Midday or Daily 4 – Evening shall be cancellable for up to sixty (60) minutes after the transaction or up to the Daily 4 – Midday or Daily 4 – Evening selection event cutoff time, whichever is first. The draw ticket for Daily 4 – Midday or Daily 4 – Evening can only be cancelled by the terminal from which it was sold.

(10) Entry coupons may be generated by terminals for certain purchases of tickets for Daily 4.

(b) SUPERBALL

(1) A SUPERBALL play will only be valid if the purchaser elects to play SUPERBALL and the terminal generated ticket says "YES" to affirmatively indicate that the SUPERBALL play was elected. If the purchaser does not elect to play SUPERBALL, the terminal generated ticket says "NO" to indicate that the SUPERBALL play was not elected.

(2) SUPERBALL will apply to all plays on the ticket in which SUPERBALL was purchased.

(3) The selection of the multi-draw option for Daily 4 and an election of SUPERBALL play will result in SUPERBALL being applied to all plays for all selected draws.

(3) The selection of the mutli-draw option for Daily 4 and an election of SUPERBALL play will result in SUPERBALL being applied to all plays for all selected draws.

(4) Daily 4 with SUPERBALL tickets shall be cancellable for up to sixty (60) minutes after the transaction or up to the Daily 4 – Midday or Daily 4 – Evening selection event for which the ticket was purchased cutoff time, whichever is first. The draw ticket for Daily 4 with SUPERBALL can only be cancelled from the terminal from which it was sold.

(5) SUPERBALL is not available on a 1-OFF wager.

(6) A ticket may win on both Daily 4 and SUPERBALL.

6. Determination of winning numbers

The Commission shall conduct Daily 4 selection events twice each day in accordance with 65 IAC 7-1-8 at times determined by the director. Each Daily 4 selection event shall determine four (4) winning Daily 4 numbers between and including zero (0) and nine (9), each conducted separately, and determine the order that the four (4) winning numbers are selected. One (1) SUPERBALL number will be drawn separately for each draw time and applied to both Daily 3 and Daily 4.

7. Determination of winners

(a) Daily 4

(1) A valid one dollar (\$1) wager for a Daily 4 selection event for a:

(A) Straight play that matches the four (4) winning numbers in exact order wins a prize of five thousand dollars (\$5,000).

(B) Combo play that:

(1) Matches the four (4) winning numbers in exact order and two (2) digits are unique and one (1) digit repeating (four-way Combo Straight play, for example, “1-2-2-2”) wins a prize of three thousand one hundred dollars (\$3,100).

(2) Matches the four (4) winning numbers in any order and two (2) digits are unique and one (1) digit repeating (four-way Combo Box play, for example, “1-2-2-2”) wins a prize of six hundred dollars (\$600).

(3) Matches the four (4) winning numbers in exact order and two (2) pairs of digits are repeating (six-way Combo Straight play, for example “1-1-2-2”) wins a prize of two thousand nine hundred dollars (\$2,900).

(4) Matches the four (4) winning numbers in exact order and two (2) pairs of digits are repeating (six-way Combo Box play, for example “1-2-1-2”) wins a prize of four hundred dollars (\$400).

(5) Matches the four (4) winning numbers in exact order and three (3) digits are unique and one (1) digit repeating (twelve-way Combo Straight play, for example, “1-2-3-3”) wins a prize of two thousand seven hundred dollars (\$2,700).

(6) Matches the four (4) winning numbers in any order and three (3) digits are unique and one (1) digit repeating (twelve-way Combo Box play, for example, “1-2-3-3”) wins a prize of two hundred dollars (\$200).

(7) Matches four (4) winning numbers in exact order and all four (4) digits are unique (twenty-four-way Combo Straight play, for example, "1-2-3-4") wins a prize of two thousand six hundred dollars (\$2,600).

(8) Matches four (4) winning numbers in any order and all four (4) digits are unique (Twenty-four-way Combo Box play, for example, "1-2-3-4") wins a prize of one hundred dollars (\$100).

(C) Box play that:

(1) Matches the four (4) winning numbers in any order and two (2) digits are unique and one (1) digit repeating twice (four-way Box play, for example, "1-2-2-2") wins a prize of one thousand two hundred dollars (\$1,200).

(2) Matches the four (4) winning numbers in any order and two (2) pairs of digits repeating (six-way Box play, for example, "1-2-1-2") wins a prize of eight hundred dollars (\$800).

(3) Matches the four (4) winning numbers in any order and three (3) digits are unique and one (1) digit repeating (twelve-way Box play, for example, "1-2-3-3") wins a prize of four hundred dollars (\$400).

(4) Matches the four (4) winning numbers in any order and all four (4) digits are unique (Twenty-four-way Box play, for example, "1-2-3-4") wins a prize of two hundred dollars (\$200).

(D) Wheel play that:

(1) Matches the four (4) winning numbers in exact order and two (2) unique digits and one (1) repeating (four-way Wheel play, for example, "1-2-2-2") wins a prize of five thousand dollars (\$5,000).

(2) Matches the four (4) winning numbers in exact order and two (2) pair of digits are the same (six-way Wheel play, for example, "1-2-1-2") wins a prize of five thousand dollars (\$5,000).

(3) Matches the four (4) winning numbers in exact order and three (3) unique digits and one (1) repeating (twelve-way Wheel play, for example, "1-2-3-3") wins a prize of five thousand dollars (\$5,000).

(4) Matches the four (4) winning numbers in exact order and all four (4) digits are unique (twenty-four-way Wheel play, for example, "1-2-3-4") wins a prize of five thousand dollars (\$5,000).

(E) Front 3 play or Back 3 play:

(1) Straight play that matches the first three (3) or last three (3) winning numbers in exact order wins a prize of five hundred dollars (\$500).

(2) Box play that matches the first three (3) or last three (3) winning numbers in any order and two (2) unique digits and one (1) repeating (Front 3 or Back 3 three-way Box play, for example, "1-2-2-X" or "X-2-2-4") wins a prize of one hundred sixty dollars (\$160).

(3) Box play that matches the first three (3) or last three (3) winning numbers in any order and three (3) unique digits (Front 3 or Back 3 six-way Box play, for example, "1-2-3-X" or "X-2-3-4") wins a prize of eighty dollars (\$80).

(4) Combo play that matches the first three (3) or last three (3) winning numbers in exact order and two unique digits with one repeating (Front 3 or Back 3 three-way Combo Straight play, for example, "1-2-2-X" or "X-2-2-4") wins a prize of three hundred thirty dollars (\$330).

(5) Combo play that matches the first three (3) or last three (3) winning numbers in any order and two (2) unique digits and one (1) repeating (Front 3 or Back 3 three-way Combo Box play, for example, "1-2-2-X" or "X-2-2-4") wins a prize of eighty dollars (\$80).

(6) Combo play that matches the first three (3) or last three (3) winning numbers in exact order and three unique digits (Front 3 or Back 3 six-way Combo Straight play, for example, "1-2-3-X" or "X-2-3-4") wins a prize of two hundred ninety dollars (\$290).

(7) Combo play that matches the first three (3) or last three (3) winning numbers in any order and three (3) unique digits (Front 3 or Back 3 six-way Combo Box play, for example, "1-2-3-X" or "X-2-3-4") wins a prize of forty dollars (\$40).

(8) Wheel play that matches the first three (3) or last three (3) winning numbers in exact order and two (2) digits are unique and one (1) repeating (Front 3 or Back 3 three-way Wheel play, for example "1-2-2-X" or "X-2-2-4") wins a prize of five hundred dollars (\$500).

(9) Wheel play that matches the first three (3) or last three (3) winning numbers in exact order and three (3) unique digits (Front 3 or Back 3 six-way Wheel play, for example, "1-2-3-X" or "X-2-3-4") wins a prize of five hundred dollars (\$500).

(F) 1-OFF play that:

(1) Matches one (1) digit that is 1-OFF the winning numbers wins a prize of three hundred dollars (\$300).

(2) Matches two (2) digits that are 1-OFF the winning numbers wins a prize of forty dollars (\$40).

(3) Matches three (3) digits that are 1-OFF the winning numbers wins a prize of twenty-six dollars (\$26).

(4) Matches four (4) digits that are 1-OFF the winning numbers wins a prize of fifty-two dollars (\$52).

(2) If a play eligible for a prize under this section was purchased for more than one dollar (\$1), the prize specified in this section shall be multiplied by a factor equal to the price of the play.

(3) If a play eligible for a prize under this section was purchased for fifty cents (\$0.50), the prize specified in this section shall be divided by two (2), excluding Combo play prizes.

(4) If the total liability for all winning prizes in a single selection event for a particular sequence of numbers is equal to or greater than two million dollars (\$2,000,000), sales of tickets containing that particular sequence of numbers shall be suspended.

(b) SUPERBALL winning combinations are created when the SUPERBALL replaces any one (1) of the Winning Daily 4 numbers and matches one of the plays below:

(1) A valid one dollar (\$1) wager for a Daily 4 selection event for a:

(A) Straight play that matches the four (4) winning numbers in exact order wins a prize of one thousand three hundred sixty dollars (\$1,360).

(B) Combo play that:

(1) Matches the four (4) winning numbers in exact order and two (2) digits are unique and one (1) digit repeating (four-way Combo Straight play, for example, "1-2-2-2") wins a prize of eight hundred fifty dollars (\$850).

(2) Matches the four (4) winning numbers in any order and two (2) digits are unique and one (1) digit repeating (four-way Combo Box play, for example, "1-2-2-2") wins a prize of one hundred seventy dollars (\$170).

(3) Matches the four (4) winning numbers in exact order and two (2) pairs of digits are repeating (six-way Combo Straight play, for example "1-2-1-2") wins a prize of seven hundred ninety-five dollars (\$795).

(4) Matches the four (4) winning numbers in exact order and two (2) pairs of digits are repeating (six-way Combo Box play, for example "1-2-1-2") wins a prize of one hundred fifteen dollars (\$115).

(5) Matches the four (4) winning numbers in exact order and three (3) digits are unique and one (1) digit repeating (twelve-way Combo Straight play, for example, "1-2-3-3") wins a prize of seven hundred thirty eight dollars (\$738).

(6) Matches the four (4) winning numbers in any order and three (3) digits are unique and one (1) digit repeating (twelve-way Combo Box play, for example, "1-2-3-3") wins a prize of fifty-eight dollars (\$58).

(7) Matches four (4) winning numbers in exact order and all four (4) digits are unique (twenty-four-way Combo Straight play, for example, "1-2-3-4") wins a prize of seven hundred nine dollars (\$709).

(8) Matches four (4) winning numbers in any order and all four (4) digits are unique (Twenty-four-way Combo Box play, for example, "1-2-3-4") wins a prize of twenty-nine dollars (\$29).

(C) Box play that:

(1) Matches the four (4) winning numbers in any order and two (2) digits are unique and one (1) digit repeating twice (four-way Box play, for example, "1-2-2-2") wins a prize of three hundred forty dollars (\$340).

(2) Matches the four (4) winning numbers in any order and two (2) pairs of digits repeating (six-way Box play, for example, "1-2-1-2") wins a prize of two hundred thirty dollars (\$230).

(3) Matches the four (4) winning numbers in any order and three (3) digits are unique and one (1) digit repeating (twelve-way Box play, for example, "1-2-3-3") wins a prize of one hundred sixteen dollars (\$116).

(4) Matches the four (4) winning numbers in any order and all four (4) digits are unique (Twenty-four-way Box play, for example, "1-2-3-4") wins a prize of fifty-eight dollars (\$58).

(D) Wheel play that:

(1) Matches the four (4) winning numbers in exact order and two (2) unique digits and one (1) repeating (four-way Wheel play, for example, "1-2-2-2") wins a prize of one thousand three hundred sixty dollars (\$1,360).

(2) Matches the four (4) winning numbers in exact order and two (2) pair of digits are the same (six-way Wheel play, for example, "1-2-1-2") wins a prize of one thousand three hundred sixty dollars (\$1,360).

(3) Matches the four (4) winning numbers in exact order and three (3) unique digits and one (1) repeating (twelve-way Wheel play, for example, "1-2-3-3") wins a prize of one thousand three hundred sixty dollars (\$1,360).

(4) Matches the four (4) winning numbers in exact order and all four (4) digits are unique (twenty-four-way Wheel play, for example, "1-2-3-4") wins a prize of one thousand three hundred sixty dollars (\$1,360).

(E) Front 3 play or Back 3 play:

(1) Straight play that matches the first three (3) or last three (3) winning numbers in exact order wins a prize of one hundred eighty dollars (\$180).

(2) Box play that matches the first three (3) or last three (3) winning numbers in any order and two (2) unique digits and one (1) repeating (Front 3 or Back 3 three-way Box play, for example, "1-2-2-X" or "X-2-2-4") wins a prize of sixty dollars (\$60).

(3) Box play that matches the first three (3) or last three (3) winning numbers in any order and three (3) unique digits (Front 3 or Back 3 six-way Box play, for example, "1-2-3-X" or "X-2-3-4") wins a prize of thirty dollars (\$30).

(4) Combo play that matches the first three (3) or last three (3) winning numbers in exact order and two (2) unique digits with one (1) repeating (Front 3 or Back 3 three-way Combo Straight play, for example, "1-2-2-X" or "X-2-2-4") wins a prize of one hundred twenty dollars (\$120).

(5) Combo play that matches the first three (3) or last three (3) winning numbers in any order and two (2) unique digits and one (1) repeating (Front 3 or Back 3 three-way Combo Box play, for example, "1-2-2-X" or "X-2-2-4") wins a prize of thirty dollars (\$30).

(6) Combo play that matches the first three (3) or last three (3) winning numbers in exact order and three unique digits (Front 3 or Back 3 six-way Combo Straight play, for example, "1-2-3-X" or "X-2-3-4") wins a prize of one hundred five dollars (\$105).

(7) Combo play that matches the first three (3) or last three (3) winning numbers in any order and three (3) unique digits (Front 3 or Back 3 six-way Combo Box play, for example, "1-2-3-X" or "X-2-3-4") wins a prize of fifteen dollars (\$15).

(8) Wheel play that matches the first three (3) or last three (3) winning numbers in exact order and two (2) digits are unique and one (1) repeating (Front 3 or Back 3 three-way Wheel play, for example "1-2-2-X" or "X-2-2-4") wins a prize of one hundred eighty dollars (\$180).

(9) Wheel play that matches the first three (3) or last three (3) winning numbers in exact order and three (3) unique digits (Front 3 or Back 3 six-way Wheel play, for example, "1-2-3-X" or "X-2-3-4") wins a prize of one hundred eighty dollars (\$180).

(2) If a play eligible for a prize under this section was purchased for more than one dollar (\$1), the prize specified in this section shall be multiplied by a factor equal to the price of the play.

(3) If a play eligible for a prize under this section was purchased for fifty cents (\$0.50), the prize specified in this section shall be divided by two (2), excluding Combo play prizes.

8. Payment of prizes

(a) Each cash prize in Daily 4 and/or Daily 4 with SUPERBALL shall be paid in a single lump sum payment.

(b) If a valid ticket for Daily 4 and/or Daily 4 with Superball contains more than one (1) play entitled to a prize, the prize amounts for the winning plays shall be added together for purposes of claiming the prizes and determining whether the total prize amounts may be claimed from a retailer.

9. Odds of winning

(a) Daily 4

(1) The odds of winning a prize in a Daily 4 selection event:

(a) With a Straight play are approximately 1 in 10,000.

(b) With a Combo play in which two (2) digits are unique and one (1) digit repeating twice and match in exact order (four-way Combo Straight play, for example, "1-2-2-2") are approximately 1 in 10,000.

(c) With a Combo play in which two (2) digits are unique and one (1) digit repeating twice and match in any order (four-way Combo Box play, for example, "1-2-2-2") are approximately 1 in 2,500.

(d) With a Combo play in which two (2) pairs of digits are the same and match in exact order (six-way Combo Straight play, for example "1-1-2-2") are approximately 1 in 10,000.

(e) With a Combo play in which two (2) pairs of digits are the same and match in any order (six-way Combo Box play, for example "1-2-1-2") are approximately 1 in 1,667.

(f) With a Combo play in which three (3) digits are unique and one (1) digit repeating and match in exact order (twelve-way Combo Straight play, for example, "1-2-3-3") are approximately 1 in 10,000.

(g) With a Combo play in which three (3) digits are unique and one (1) digit repeating and match in any order (twelve-way Combo Box play, for example, "1-2-3-3") are approximately 1 in 833.

(h) With a Combo play in which all four (4) digits are unique and match in exact order (twenty-four-way Combo Straight play, for example, "1-2-3-4") are approximately 1 in 10,000.

(i) With a Combo play in which all four (4) digits are unique and match in any order (Twenty-four-way Combo Box play, for example, "1-2-3-4") are approximately 1 in 417.

(j) Box play in which two (2) digits are unique and one (1) digit repeating twice and match in any order (four-way Box play, for example, "1-2-2-2") are approximately 1 in 2,500.

(k) With a Box play in which two (2) pairs of digits are the same and match in any order (six-way Box play, for example, "1-2-1-2") are approximately 1 in 1,667.

(l) With a Box play in which three (3) digits are unique and one (1) digit repeating and match in any order (twelve-way Box play, for example, "1-2-3-3") are approximately 1 in 833.

(m) With a Box play in which all four (4) digits are unique and match in any order (Twenty-four-way Box play, for example, "1-2-3-4") are approximately 1 in 417.

(n) With a Wheel play in which two (2) digits are unique and one (1) digit repeating twice and match in exact order (four-way Wheel play, for example, "1-2-2-2") are approximately 1 in 2,500.

(o) With a Wheel play in which two (2) pair of digits are the same and match in exact order (six-way Wheel play, for example, "1-2-1-2") are approximately 1 in 1,667.

(p) With a Wheel play in which three (3) digits are unique and one (1) digit repeating (twelve-way Wheel play, for example, "1-2-3-3") are approximately 1 in 833.

(q) With a Wheel play in which all four (4) digits are unique and match in exact order (twenty-four-way Wheel play, for example, "1-2-3-4") are approximately 1 in 417.

(r) With a Front 3 play or Back 3 play in which the first three (3) or last three (3) digits match in exact order are approximately 1 in 1,000.

(s) With a Front 3 play or Back 3 Box play in which two (2) digits are unique and one (1) digit repeating (Front 3 or Back 3 three-way Box play, for example, "1-2-2-X" or "X-2-2-4") are approximately 1 in 333.

(t) With a Front 3 or Back 3 Box play in which all three (3) digits are unique and match in any order (Front 3 or Back 3 six-way Box play, for example, "1-2-3-X" or "X-2-3-4") are approximately 1 in 167.

(u) With a Front 3 or Back 3 Combo Straight play in which two (2) digits are unique and one (1) digit repeating and match in exact order (Front 3 or Back 3 three-way Combo Straight play, for example, "1-2-2-X" or "X-2-2-4") are approximately 1 in 1,000.

(v) With a Front 3 or Back 3 Combo Box play in which two (2) digits are unique and one (1) digit repeating and match in any order (Front 3 or Back 3 three-way Combo Box play, for example, "1-2-2-X" or "X-2-2-4") are approximately 1 in 333.

(w) With a Front 3 or Back 3 Combo Straight play in which all three (3) digits are unique and match in exact order (Front 3 or Back 3 six-way Combo Straight play, for example, "1-2-3-X" or "X-2-3-4") are 1 in 1,000.

(x) With a Front 3 or Back 3 Combo Box play in which all three (3) digits are unique and match in any order (Front 3 or Back 3 six-way Combo Box play, for example, "1-2-3-X" or "X-2-3-4") are approximately 1 in 167.

(y) With a Front 3 or Back 3 Wheel play in which two (2) digits are unique and one (1) digit repeating and match in exact order (Front 3 or Back 3 three-way Wheel play, for example "1-2-2-X" or "X-2-2-4") are approximately 1 in 333.

(z) With a Front 3 or Back 3 Wheel play in which all three (3) digits are unique and match in exact order (Front 3 or Back 3 six-way Wheel play, for example, "1-2-3-X" or "X-2-3-4") are approximately 1 in 167.

(aa) With a 1-OFF play where there is one (1) digit that is 1-OFF (for example, "1-2-3-X") are approximately 1 in 1,250.

(bb) With a 1-OFF play where there are two (2) digits that are 1-OFF (for example, "1-2-X-X") are approximately 1 in 417.

(cc) With a 1-OFF play where there are three (3) digits that are 1-OFF (for example, "1-X-X-X") are approximately 1 in 313.

(dd) With a 1-OFF play where there are four (4) digits that are 1-OFF (for example, "X-X-X-X") are approximately 1 in 625.

(b) SUPERBALL

(1) The odds of winning a prize in a Daily 4 with SUPERBALL selection event:

(a) With a Straight play are approximately 1 in 2,500.

(b) With a Combo play in which two (2) digits are unique and one (1) digit repeating twice and match in exact order (four-way Combo Straight play, for example, "1-2-2-2") are approximately 1 in 2,500.

(c) With a Box play in which two (2) digits are unique and one (1) digit repeating twice (four-way Combo Box play, for example, "1-2-2-2") are approximately 1 in 625.

(d) With a Combo play in which two (2) pairs of digits are the same and match in exact order (six-way Combo Box play, for example "1-2-1-2") are approximately 1 in 2,500.

(e) With a Box play in which two (2) pairs of digits are the same and match in any order (six-way Box play, for example, "1-2-1-2") are approximately 1 in 417.

(f) With a Combo play in which three (3) digits are unique and one (1) digit repeating and match in any order (twelve-way Combo Straight play, for example, "1-2-3-3") are approximately 1 in 2,500.

(g) With a Box play in which three (3) digits are unique and one (1) digit repeating and match in any order (twelve-way Combo Box play, for example, "1-2-3-3") are approximately 1 in 208.

(h) With a Combo play in which all four (4) digits are unique and match in exact order (twenty-four-way Combo Straight play, for example, "1-2-3-4") are approximately 1 in 2,500.

(i) With a Box play in which all four (4) digits are unique and match in any order (twenty-four way Combo Box play, for example, "1-2-3-4" are approximately 1 in 104.

(j) With a Box play in which two (2) digits are unique and one (1) digit repeating twice and match in any order (four-way Box play, for example, "1-2-2-2") are approximately 1 in 625.

(k) With a Box play in which two (2) pairs of digits are the same and match in any order (six-way Box play, for example, "1-2-1-2") are approximately 1 in 417.

(l) With a Box play in which three (3) digits are unique and one (1) digit repeating and match in any order (twelve-way Wheel play, for example, "1-2-3-3") are approximately 1 in 208.

(m) With a Box play in which all four (4) digits are unique and match in any order (twenty-four-way Box play, for example, "1-2-3-4") are approximately 1 in 104.

(n) With a Wheel play in which two (2) digits are unique and one (1) digit repeating twice and match in exact order (four-way Wheel play, for example, "1-2-2-2") are approximately 1 in 625.

(o) With a Wheel play in which two (2) pair of digits are the same and match in exact order (six-way Wheel play, for example, “1-2-1-2”) are approximately 1 in 417.

(p) With a Wheel play in which three (3) digits are unique and one (1) digit repeating and match in exact order (twelve-way Wheel play, for example, “1-2-3-3”) are approximately 1 in 208.

(q) With a Wheel play in which all four (4) digits are unique (twenty-four-way Wheel play, for example, “1-2-3-4”) are approximately 1 in 104.

(s) With a Front 3 play or Back 3 Box play in which two (2) digits are unique and one (1) digit repeating and match in any order (Front 3 or Back 3 three-way Box play, for example, “1-2-2-X” or “X-2-2-4”) are approximately 1 in 111.

(t) With a Front 3 or Back 3 Box play in which all three (3) digits are unique and match in any order (Front 3 or Back 3 six-way Box play, for example, “1-2-3-X” or “X-2-3-4”) are approximately 1 in 56.

(u) With a Front 3 or Back 3 Combo play in which two (2) digits are unique and one (1) digit repeating and match in exact order (Front 3 or Back 3 three-way Straight play, for example, “1-2-2-X” or “X-2-2-4”) are approximately 1 in 333.

(v) With a Front 3 or Back 3 Combo play in which two (2) digits are unique and one (1) digit repeating and match in any order (Front 3 or Back 3 three-way Combo Box play, for example, “1-2-2-X” or “X-2-2-4”) are approximately 1 in 111.

(w) With a Front 3 or Back 3 Combo play in which all three (3) digits are unique and match in exact order (Front 3 or Back 3 six-way Combo Straight play, for example, “1-2-3-X” or “X-2-3-4”) are 1 in 333.

(x) With a Front 3 or Back 3 Combo Box play in which all three (3) digits are unique and match in any order (Front 3 or Back 3 six-way Combo Box play, for example, “1-2-3-X” or “X-2-3-4”) are approximately 1 in 56.

(y) With a Front 3 or Back 3 Wheel play in which two (2) digits are unique and one (1) digit repeating and match in exact order (Front 3 or Back 3 three-way Wheel play, for example “1-2-2-X” or “X-2-2-4”) are approximately 1 in 111.

(z) With a Front 3 or Back 3 Wheel play in which all three (3) digits are unique and match in exact order (Front 3 or Back 3 six-way Wheel play, for example, “1-2-3-X” or “X-2-3-4”) are approximately 1 in 56.

(aa) SUPERBALL is not available with a 1-OFF wager.

Approved:

By: Carrie B. Stroud

Carrie B. Stroud, CPA

Chief of Staff

On Behalf of the State Lottery Commission of Indiana

Date: 8/24/2023