

EXHIBIT A

CAUSE NO. D-1-GN-14-005114

JAMES STEELE, et al., <i>Plaintiffs</i>	§	IN THE DISTRICT COURT OF
	§	
	§	
VS.	§	TRAVIS COUNTY, TEXAS
	§	
GTECH CORPORATION, <i>Defendant</i>	§	201 ST JUDICIAL DISTRICT
	§	

**AFFIDAVIT OF WALTER GADDY IN SUPPORT OF
GTECH'S TRADITIONAL MOTION FOR SUMMARY JUDGMENT**

STATE OF FLORIDA §
 §
COUNTY OF LEON §

BEFORE ME, the undersigned authority, personally appeared Walter Gaddy whose name is subscribed hereto, and who, being by me duly sworn, stated as follows:

1. “My name is Walter Gaddy. I am over twenty-one (21) years of age, of sound mind, and fully competent to make this affidavit. I have personal knowledge of the facts stated herein, and they are all true and correct.

2. I have been employed by IGT Global Solutions Corporation, formerly known as GTECH Corporation, as Regional Sales Director for 4 years and as a Senior Account Executive for approximately 5 years.

3. Previously, I was the Instant Product Manager for the Florida Lottery for 14 years before joining GTECH. Florida ranks among the top 5 largest lotteries in the sales of “Instant Products”, more commonly referred to as scratch-off tickets.

4. The Texas Lottery Commission (“Commission”), as mandated by the Texas Legislature and Texas statute, owns and operates the Texas Lottery, including scratch-off ticket games.

5. The Fun 5’s game upon which Plaintiffs and Intervenors sue is a scratch-off game owned and issued by the Commission as its Game 1592 but marketed as “Fun 5’s”.

6. Since 1991, the Commission has been the sole state government agency with the exclusive power to develop, market, and sell lottery games in Texas. The Commission contracted with GTECH to operate the Texas Lottery on behalf of and at the direction of the Commission.

7. By statute, the Commission is vested with exclusive authority to: (1) prescribe the form of the tickets and (2) determine which tickets are winning tickets.

8. In August 2012, the Commission and GTECH entered into a services contract which includes a provision for GTECH to propose scratch-off ticket games. GTECH does not

contract with ticket retailers. It is the 17,000 Commission retailers who contract directly with the Commission which sell scratch-off games, including the Fun 5's game.

9. GTECH's name does not appear on scratch-off tickets.
10. All determinations, rules, regulations, procedures, and operations regarding tickets and cash awards were decided upon and implemented by the Commission.
11. GTECH had no ownership interest in the Fun 5's scratch-off game.
12. GTECH had no role in drafting, commenting upon, reviewing or even seeing the official "Rules" for the Fun 5's game published in the Texas Register. GTECH was not provided with said Rules before or even after they were printed in the Texas Register.
13. The Commission began selling Fun 5's tickets through its 17,000 retailers on September 2, 2014. On October 20, 2014, the Commission closed the Fun 5's game. GTECH had no authority to close the Fun 5's game because it was owned by the Commission who decides when to close a game.
14. Scratch-off ticket games are offered at different price amounts from \$1 to \$50 and offer a wide variety of styles, designs, themes, and features.
15. The Commission has a large, experienced and sophisticated staff that selects, designs and determines which scratch-off tickets games the Commission will sell.
16. There are 3 outside vendors which propose potential scratch-off games to the Commission. GTECH is one of those 3 different vendors.
17. The Commission reviews the different games proposed by these 3 vendors and then chooses which scratch-off games it will sell.
18. Once it decides on a particular scratch-off game, the Commission staff decides what the specific design and wording will be for each of those scratch-off games.
19. On March 13, 2013, a prototype of what became known as the "Fun 5's" game was proposed by GTECH to the Commission as a potential scratch-off game.
20. Similar types of Fun 5's games had previously been sold in a few other states without consumer complaints. GTECH proposed to the Commission essentially the same design previously used in Nebraska.
21. The Commission selected the Fun 5's game concept as one of the scratch-off games it intended to sell.
22. GTECH is required to prepare what are called "draft working papers." "Draft working papers" are the initial proposed specification of the wording, artwork, color, prize structure and design of a proposed scratch-off game.
23. After GTECH prepares the initial proposed "draft working papers," it sends them to the Commission staff for its review and changes to the design and wording.

24. Often the Commission staff makes several rounds of changes to the ticket design and wording which it accomplishes by marking up the “draft working papers” and then emailing its design changes back to GTECH.

25. Once the Commission decides on its final design and wording specifications for a scratch-off game, the finalized “working papers” then become the basis for the formal “order” by the Commission of a specific scratch-off game.

26. GTECH sent the initial “draft working papers” for the proposed Fun 5’s game to the Commission on April 16, 2014.

27. The Fun 5’s game included 5 different games on the face of one scratch-off ticket. For “Game 5,” the proposed design included a tic-tac-toe style of game, in which a player would need to get “three (3) ‘BILL’ Play Symbols in a single row, column, or diagonal line” to win. “Game 5” also included a potential “Bonus Box” multiplier, wherein a player that won the tic-tac-toe game could win five times the associated prize if the “5” Play Symbol appeared in the Bonus Box.

28. The initial “draft working papers” for “Game 5” of the Fun 5’s game provided that the ‘5’ Play Symbol will only appear in the Bonus Box when the player has won by getting three (3) ‘BILL’ Play Symbols in a single row, column, or diagonal line. Said differently, the “5” Play Symbol would *not* appear in the Bonus Box if the player did not win the tic-tac-toe game.

29. The Commission staff directed GTECH to change the design and wording originally proposed by GTECH by making several different changes to “Game 5’s” instructions.

30. After reviewing GTECH’s initial April 16, 2014 “draft working papers”, the Commission’s staff emailed GTECH on April 25, 2014 the first of its many design and wording changes to the original proposed design.

31. On April 30, 2014, the Commission directed GTECH to make another change to what had been proposed in the initial “draft working papers.”

32. On May 12, 2014, the Commission’s staff issued more changes to the Fun 5’s game.

33. The Commission further directed GTECH to change the game parameters for “Game 5” so that the Money Bag symbol in the multiplier Bonus Box would also appear on 25% of the non-winning tickets.

34. The final wording and parameters of the Fun 5’s game was signed by Gary Grief, the Executive Director of the Commission on May 15, 2014. A true and correct copy is attached as **Exhibit A-1**.

35. GTECH printed the Fun 5’s tickets with the design, format, symbols and instructions ordered by the Commission.

36. The Commission sold the Fun 5’s game from September 2, 2014 until the Commission closed the game on October 20, 2014.

37. GTECH was not a party to any relationship, contractual or otherwise, that may have existed between the Commission and Plaintiffs/Intervenors.

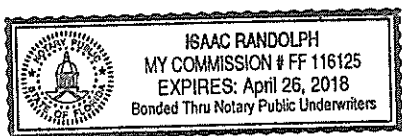
38. GTECH had no communication, contract, or other relationship with Plaintiffs or Intervenors regarding the Fun 5's game.

39. GTECH made no sale, promise, warranty, guarantee, or representation to Plaintiffs or Intervenors regarding the Fun 5's game or any computer validation program or any rule, regulation, procedure, or operation related to the validation of any Fun 5's ticket.


Further Affiant sayeth not.


Walter Gaddy

21st SUBSCRIBED AND SWORN TO BEFORE ME, the undersigned authority, on this the
day of July, 2016.



Seal: _____


Notary Public in and for
the State of Florida

US_ACTIVE-127782532

EXHIBIT A-1

From: Burrola, Jessica <Jessica.Burrola@lottery.state.tx.us>
Sent: Thursday, May 15, 2014 2:28 PM
To: Whyte, Penelope; Thurston, Laura M
Cc: Bowersock, Dale; Edwards, Fran; Calderon, Sylvia; Gaddy, Walter; Burrola, Jessica
Subject: Approved: Game 1652 Fun's
Attachments: #1652 Fun 5's.pdf

The working papers for **Game #1652 Fun 5's** have been approved. Please see attached.

Please forward covered, uncovered, ticket back and an executed PDF of the papers.

Thank you,



Jessica Burrola | Instant Product Specialist| Texas Lottery Commission
P.O. Box 16630 | Austin, TX 78761-6630 | 512-344-5125
jessica.burrola@lottery.state.tx.us

TEXAS LOTTERY

Working Papers

“FUN 5’s”



INSTANT GAME NUMBER #1592

APRIL 4, 2014

VERSION 1

GTECH PRINTING JOB NUMBER 005885



4100 S. FRONTAGE ROAD, BUILDING 400, LAKELAND, FL 33815
PHONE: 863-248-1400 FAX: 863-248-1452

GTECH-000833

TEXAS LOTTERY

WORKING PAPERS

FOR

“FUN 5’s”

(INSTANT GAME NO. 1592)

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TX #1592
"FUN 5's"
8.0" x 4.0"
R10

PROCESS CYAN
PROCESS MAGENTA
PROCESS YELLOW
PROCESS BLACK

Representation of
TICKET FRONT COVERED

Color laser print is intended to approximate four color process, Pantone, metallics and/or fluorescent colors and use for content. Actual printed colors may vary.

SCENE 1
HEAD



— — — — — PERF — — — — —

TX #1592
"FUN 5's"
8.0" x 4.0"
R10

PROCESS CYAN
PROCESS MAGENTA
PROCESS YELLOW
PROCESS BLACK

Representation of
TICKET FRONT COVERED

Color laser print is intended to approximate four color process, Pantone, metallics and/or fluorescent colors and use for content. Actual printed colors may vary.

SCENE 2
HEAD



— — — — — PERF — — — — —

TX #1592
"FUN 5's"
8.0" x 4.0"
R10

Representation of
TICKET FRONT COVERED

Color laser print is intended to approximate four color process, Pantone, metallics and/or fluorescent colors and use for content. Actual printed colors may vary.

PROCESS CYAN
PROCESS MAGENTA
PROCESS YELLOW
PROCESS BLACK

SCENE 3
HEAD



— — — — — PERF — — — — —

TX #1592
"FUN 5's"
8.0" x 4.0"
R11

 PROCESS CYAN
 PROCESS MAGENTA
 PROCESS YELLOW
 PROCESS BLACK

Representation of
TICKET FRONT UNCOVERED

Color laser print is intended to approximate four color process, Pantone, metallics and/or fluorescent colors and use for content. Actual printed colors may vary.

SCENE 1
HEAD

\$5 **over 200,000 \$50 Winners!** **FUN 5's** **TEXAS LOTTERY**

GAME 1 Reveal two "5" symbols, win the PRIZE. Reveal three "5" symbols, win 5 times the PRIZE.

5	5	PRIZE
THR	FIV	\$100,000 HUND THOU
FIV	ONE	

GAME 2 Reveal three matching prize amounts, win that amount. Reveal two matching prize amounts and a "5" symbol, win 5 times that amount.

\$5.00 FIVES	\$500 FIV HUND	\$10.00 TEN\$
\$10.00 TENS	\$1,000 ONE THOU	\$25.00 TAY FIV

GAME 3 Reveal a "5" symbol, win the PRIZE for that symbol.

COIN \$50.00 FIFTY	LEMON \$15.00 FIFTN	POTCLO \$500 FIV HUND	DIAMOND \$10.00 TENS	GRAPES \$25.00 TAY FIV
--------------------------	---------------------------	-----------------------------	----------------------------	------------------------------

VOID 0000000000

GAME 4 Reveal three "5" symbols in any one ROW across, win PRIZE for that ROW. Reveal two "5" symbols and a Star "★" symbol in any one ROW across, win 5 times the PRIZE for that ROW.

ROW	5	5	5	PRIZE
ROW 1	LEMON	POTCLO	DIAMOND	\$75.00 SEVENTY-FIV
ROW 2	CLOVER	COIN	GRAPES	\$10.00 TENS
ROW 3	APPLE	SHOE	COIN	\$15.00 FIFTN
ROW 4	WTRMLN	APPLE	SHOE	\$1,000 ONE THOU
ROW 5	ORANGE	WINKS	CLOVER	\$100 ONE HUND

5	5	9
THR	FIV	TWO
5	1	7
5X BOX	PRIZE	
PEACE	\$15.00 FIFTN	

GAME 5 Reveal three "5" symbols in any one row, column or diagonal, win PRIZE in PRIZE box. Reveal a Money Bag "5" symbol in the 5X BOX, win 5 times that PRIZE.

VOID ■

— — — — — PERF — — — — —

TX #1592
"FUN 5's"
8.0" x 4.0"
R10

PROCESS CYAN
PROCESS MAGENTA
PROCESS YELLOW
PROCESS BLACK

Representation of
TICKET FRONT OVERLAY

Color laser print is intended to approximate four color process, Pantone, metallics and/or fluorescent colors and use for content. Actual printed colors may vary.

SCENE 1
HEAD



TX #1592

"FUN 5's"

8.0" x 4.0"

R5

Representation of
TICKET BACK

4.00" REF.


#1592 FUN 5's

At Start of Game:


OVERALL ODDS: 1 in 3.77 (including break-even prizes)

TOP PRIZE ODDS: 1 in 1,012,500.00
(Top prize odds may vary +/- 2%)

- Sign your ticket upon receipt.
- Prize amounts for this game are \$5, \$10, \$15, \$25, \$50, \$75, \$100, \$500, \$1,000 and \$100,000.
- Prizes over \$599 must be claimed at a claim center or by mail. To claim a prize by mail, send signed ticket and completed claim form to: Texas Lottery, PO Box 16600, Austin, TX 78761-6600. The Texas Lottery is not responsible for tickets lost in the mail.
- Prizes must be claimed no later than 180 days after close of game. For information about claiming prizes or prizes already claimed, see txlottery.org or call 1-800-375-6886.
- Game closing procedures may be initiated for documented business reasons. These games may have prizes unclaimed, including top prizes. Game closing procedures will be initiated when all top prizes have been claimed. During closing, games may be sold even after all top prizes have been claimed. Claims are subject to applicable laws, rules, procedures and final decisions of Executive Director.
- The number of prizes available may vary based on number of tickets manufactured, tested, distributed and sold.
- Must be 18 or older to buy a lottery ticket. Please Play Responsibly.



txlottery.org
1-800-37-LOTTO



8 17522 01592 0

Claimant Signature (Required) _____


Name _____

Street _____

City _____ State _____ Zip _____

Phone No. _____

1592-VOID001-001(075)



Secure Shield
U.S. Patent 7,748,880

↓

⌘

.45± .058

↑

HEAD

↓

.17" MIN.
QUIET ZONE
TYPICAL

8.00" REF.

TICKET QUANTITY:

POOLS: 16,200,000 MIN: 15,876,000
 PACKS/GAME: 135 MAX: 16,524,000
 PACKS/POOL: 216,000
 PACK SIZE: 1,600
 POOL SIZE: 75
 120,000

TEXAS LOTTERY COMMISSION
 "FUN 5's" GAME No. 1592
 PRIZE STRUCTURE
 April 18, 2014 - Version 3

RETAIL PRICE: \$5.00
 REVENUE: \$81,000,000
 PRIZE FUND: \$55,075,875
 PERCENTAGE: 68.00%

PRIZE LEVEL	TIER CODE	Number of Wins Per Ticket	TOTAL PRIZE AMOUNT	ODDS (1 IN.)	TOTAL PRIZES	PRIZES PER 120,000 POOL	PRIZES PER PACK	PRIZE COST	% OF PRIZE FUND	% PER PRIZE TIER	COMBINED ODDS
01	L	1	\$5	8.33	1,944,000	14,400.00	9.00	\$9,720,000	17.65%	Low	\$10 odds 1 in.
02	L	2	\$10	25.00	648,000	4,800.00	3.00	\$6,480,000	11.77%	54.91%	15.00
03	L	1	\$10	37.50	432,000	3,200.00	2.00	\$4,320,000	7.84%		\$15 odds 1 in.
04	L	3	\$15	75.00	216,000	1,600.00	1.00	\$3,240,000	5.88%		25.00
05	L	2	\$15	75.00	216,000	1,600.00	1.00	\$3,240,000	5.88%		
06	L	1	\$15	75.00	216,000	1,600.00	1.00	\$3,240,000	5.88%		
07	M	1	\$25	600.00	27,000	200.00	0.13	\$675,000	1.23%	Mid	\$25 odds 1 in.
08	M	1	\$25	100.00	162,000	1,200.00	0.75	\$4,050,000	7.35%	41.94%	42.63
09	M	3	\$25	200.00	81,000	600.00	0.38	\$2,025,000	3.68%		
10	M	5	\$25	147.24	110,025	815.00	0.51	\$2,750,625	4.99%		
11	M	1	\$50	600.00	27,000	200.00	0.13	\$1,350,000	2.45%		
12	M	1	\$50	150.00	108,000	800.00	0.50	\$5,400,000	9.80%		\$50 odds 1 in.
13	M	4	\$50	600.00	27,000	200.00	0.13	\$1,350,000	2.45%		75.00
14	M	5	\$50	600.00	27,000	200.00	0.13	\$1,350,000	2.45%		
15	M	10	\$50	600.00	27,000	200.00	0.13	\$1,350,000	2.45%		
16	M	1	\$75	12,000.00	1,350	10.00	0.01	\$101,250	0.18%		\$75 odds 1 in.
17	M	1	\$75	3,000.00	540	4.00	0.03	\$405,000	0.74%		923.08
18	M	13	\$75	1,500.00	10,800	80.00	0.05	\$810,000	1.47%		
19	M	1	\$100	12,000.00	1,350	10.00	0.01	\$135,000	0.25%		\$100 odds 1 in.
20	M	4	\$100	6,000.00	2,700	20.00	0.01	\$270,000	0.49%		1,500.00
21	M	13	\$100	2,400.00	6,750	50.00	0.03	\$675,000	1.23%		
22	M	1	\$500	120,000.00	135	1.00	0.00	\$67,500	0.12%		\$500 odds 1 in.
23	M	1	\$500	40,000.00	405	3.00	0.00	\$202,500	0.37%		20,000.00
24	M	13	\$500	60,000.00	270	2.00	0.00	\$135,000	0.25%		
25	H	13	\$1,000	240,000.00	68	0.50	0.00	\$67,500	0.12%	High	\$1,000 odds 1 in.
26	H	1	\$1,000	240,000.00	68	0.50	0.00	\$67,500	0.12%		120,000.00
27	H	1	\$100,000	1,012,500.00	16	0.00	0.00	\$1,600,000	2.91%		
TOTAL CASH PRIZES				3.77	4,297,336	31,832.00	19.90	\$55,075,875	100.00%	100.00%	

DB
 DB for RT
 PGP for RT
 GTECH-000841

TEXAS LOTTERY COMMISSION
"FUN 5's" GAME No. 1592
PRIZE STRUCTURE
April 18, 2014 - Version 3

Consolidated odds are 1 in:

\$5	8.33	1,944,000
\$10	15.00	1,080,000
\$15	25.00	648,000
\$25	42.63	380,025
\$50	75.00	216,000
\$75	923.08	17,550
\$100	1,500.00	10,800
\$500	20,000.00	810
\$1,000	120,000.00	135
\$100,000	1,012,500.00	16
		4,297,336

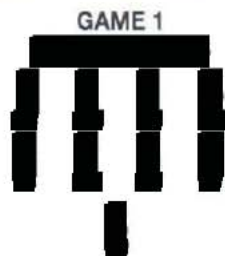
PRIZE LEVEL	GLEPS TYPE: PACKS PER GAME PACKS PER POOL PRIZE	PLAY ACTION	GLEPS STRUCTURES				TOTAL 216,000 TOTAL
			A 54,000 400 Number Amount	B 54,000 400 Number Amount	C 54,000 400 Number Amount	D 54,000 400 Number Amount	
01	\$5						
02	\$5 x 2						
03	\$10						
04	\$5 x 3						
05	\$10 + \$5						
06	\$15						
TOTAL PRIZES							

* Each of the four GLEPS types will be used in approximately [REDACTED]
** Numbers are rounded.
*** Low Tier=\$1-\$24.99, Mid Tier=\$25-\$999, High Tier=\$1000+ (Used for Validation Purposes)
**** There will be no more than [REDACTED]
***** Exact delivery to Lottery

APPROVED: *Gay Gail*
TEXAS LOTTERY COMMISSION
5/15/13
DATE: *5/15/13*
BB for RT
BB for RT
BB for RT



TX #1592
 "FUN 5's"
 8.0" x 4.0"
 R10
 Representation of
 PROGRAMMING IMAGES



GAME 5
 PLAY SYMBOLS

1 ONE	2 TWO	3 THR	4 FOR
6 SIX	7 SVN	8 EGT	9 NIN
5 FIV			

5X BOX SYMBOLS

DIAMOND	MOON	STAR
PEACE	SHOE	WINKS

FIXED SYMBOLS

PRIZE

ROW 1		PRIZE
ROW 2		
ROW 3		
ROW 4		
ROW 5		

5X BOX		PRIZE

PRIZE SYMBOLS

\$5.00 FIVES	\$10.00 TENS	\$15.00 FIFTN	\$25.00 TWV FIV	\$50.00 FIFTY
\$75.00 SEVENTY FIV	\$100 ONE HUND	\$500 FIV HUND	\$1,000 ONE THOU	\$100,000 HUN THOU

VALIDATION NUMBER

0123456789
 VOID

GAME/PACK/TICKET
 NUMBER

0123456789 ■
 VOID



1592-VOID001-001(075) ■



BACK OF TICKET


VOID

Representation of
TICKET IMAGE


			PRIZE

VOID0000000000

ROW 1				PRIZE
ROW 2				
ROW 3				
ROW 4				
ROW 5				



5X BOX	PRIZE



The [REDACTED] will

TX #1592
"FUN 5's"

R4

Representation of
PACK INSERT FRONT

PROCESS CYAN
PROCESS MAGENTA
PROCESS YELLOW
PROCESS BLACK

HEAD



TX #1592
"FUN 5's"


R3
Representation of
PACK INSERT BACK

PROCESS BLACK

HEAD

4"

Game Number - 1592
Pack Size - 75



8 17522 01592 0

REMINDER

This is a \$5 ticket.

Ticket Length Setting = 8.00
(This side faces in.)

4"

DETAILED SPECIFICATIONS:

<i>GTECH Job Number:</i>	005885
<i>Game Number:</i>	1592
<i>Order Quantity:</i>	16,200,000 ±2%
<i>Ticket Size:</i>	8.0" x 4.0" vertical
<i>Price Point:</i>	\$5
<i>Pack Size:</i>	75
<i>Orientation of Tickets:</i>	Vertical
<i>Number of Scenes:</i>	3 – alternating in a pack. The first ticket of each pack may start on any scene.
<i>Stock:</i>	10-point virgin/recyclable C-1-S Plus
<i>Play Areas:</i>	Five (5) on face of ticket
<i>Top Prize:</i>	\$100,000
<i>UPC Symbol:</i>	8 17522 01592 0
<i>Benday:</i>	Yes - Different versions of [REDACTED] security patterns will be printed in this game on all play areas. The [REDACTED] must be unique for each ticket on a press repeat. The fingerprint lines should be [REDACTED] to detect intrusion if the play symbols are altered.



Note: This [REDACTED] will not be printed over the [REDACTED] or the ticket numbering area in the front of the ticket.

<i>Game Type:</i>	Omissions
<i>Inks - Face of Ticket: (Overprint & Graphics)</i>	Four (4) colors: Black Cyan Magenta Yellow
<i>Front Imaging Colors:</i>	One (1) color: Black
<i>Inks - Back of Ticket:</i>	One (1) color: Black

Base Coat (Primer):

The variable game data in the game play and VIRN areas will be printed with a [REDACTED] base coat beneath the imaging on the front of the ticket. The primer will not appear in the [REDACTED] area or in the ticket number window.

The above listed primer will be based on the Primer samples as referenced in the Texas Client Standards, Version 1.6.

Seal/Release Coat:

Special clear, smooth security coat covering all variable game data on the ticket front.

Gloss UV Coating:

A full bleed gloss coat covering the entire ticket front.

Game Type:

Play Style:	(22) Multiple Games
Theme:	(15) Other
Prize Type:	(01) Cash
Product Name:	FUN5S
Size Description:	(04) 4 X 8
Color Description:	(25) Alternating Scenes
Play Feature Description:	(03) 5X

Special Instructions:

None

GAME PARAMETERS

General:

- 1) Players can win up to thirteen (13) times on a ticket in accordance with the approved prize structure.
- 2) Adjacent non-winning tickets within a pack will not have matching Play and Prize Symbol patterns. Two (2) tickets have matching Play and Prize Symbol patterns if they have the same Play and Prize Symbols in the same positions.
- 3) No consecutive string of non-winning tickets will be greater than [REDACTED] which is 2 times the overall odds for this game rounded to the nearest whole number.
- 4) The top Prize Symbol will appear on every ticket unless otherwise restricted by other parameters, play action or prize structure.
- 5) The number of winners in each pack will not exceed [REDACTED].
- 6) The top Prize level (all prize tiers for that level combined) will be approximately evenly distributed throughout the delivered game.
- 7) No more than [REDACTED] winners of \$25 to \$50 per pack.
- 8) No more than [REDACTED] winner of \$75 and higher per pack.
- 9) The number of wins will be evenly distributed among the thirteen (13) play areas unless otherwise restricted by other parameters, play action or prize structure.

Game 1

[REDACTED]

[REDACTED]

[REDACTED]

Game 2

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

Game 3

[REDACTED]

Game 4

[REDACTED]

Game 5

- 31) Non-winning combinations will contain two (2) "5" Play Symbols in at least one (1) row, column or diagonal.
- 32) Non-winning combinations will contain at least four (4) "5" Play Symbols, at least one (1) of which is in the top horizontal row.
- 33) As dictated by the prize structure, the "MONEY BAG" Play Symbol will appear in the 5X Box when the player has won by getting three (3) "5" Play Symbols in a single row, column, or diagonal line.
- 34) Winning combinations will have only one occurrence of three (3) "5" Play Symbols in any row, column, or diagonal.
- 35) The "MONEY BAG" Play Symbol will appear in the 5X Box in approximately 25% of the tickets with non-winning combinations in GAME 5.

Delivery Schedule:

GTECH Printing will generate 16,200,000 ($\pm 2\%$) tickets according to the schedule detailed below.

Ship Printed Tickets	09/22/14
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Delivery of Tickets on or before	09/24/14
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Tentative Start of Sales	10/27/14
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****This game must print 09/01/14 or later**

ORDER CONFIRMATION

GTECH Printing
4100 S. Frontage Road, Building 400
Lakeland, FL 33815

This letter constitutes an order by the TEXAS LOTTERY® for 16,200,000 ($\pm 2\%$) "FUN 5's" tickets (Game No. 1592) as fully described in Version 1 the "Working Papers" Dated April 4, 2014. You are hereby authorized to proceed with the production of the game tickets and performance of the associated support services according to the specifications contained herein and in accordance with the agreed upon "Texas Client Standards, Version 1.6, dated December 26, 2013."

We understand the price for 16,200,000 ($\pm 2\%$) tickets is as follows:

<u>DESCRIPTION</u>	<u>QUANTITY</u>	<u>PRICE</u>
8.00" x 4.00" Tickets	16,200,000	\$ 21.00/M
Full UV (\$.08 per sq inch per thousand)		\$ 2.56/M
Multiple Scenes (2 Scenes @ 0.1425 per scene)		\$.29/M
TOTAL		\$ 23.85/M

TEXAS LOTTERY
Authorized Signatory:



Signature

5/15/14

Date

Acknowledged and Accepted:
GTECH PRINTING

GTECH JOB #005885

Signature

Date

DB
DB for RT
TECP for M4



Amendment History

Amendment	Date	Description