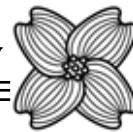




RULES OF
Department of Revenue
Division 40—State Lottery
Chapter 100—Fast Play Game

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**TITLE 12 – DEPARTMENT OF REVENUE
Division 40 – State Lottery
Chapter 100 – Fast Play Game**

12 CSR 40-100.010 Fast Play Game

PURPOSE: This rule defines Fast Play as a game for the Missouri Lottery.

(1) The following rule shall define the game Fast Play as a game for the Missouri Lottery:

(A) A Fast Play game is an immediate print and play terminal game designed to display instant game play results generated by a host computer and printed by a lottery terminal. The system distributes outcomes based upon the probabilities within each game's prize structure;

(B) The specific game mechanics and prize structure will be published and available on the Missouri Lottery's website, MoLottery.com, one (1) week prior to the first sale of each game;

(C) The outcome is determined by the system at the point of purchase and is not determined by a scheduled drawing or by the skill or judgment of the player. A player does not pick his or her own winning numbers or symbols;

(D) Fast Play game tickets may not be canceled;

(E) The lottery shall not be responsible for lost or stolen Fast Play game tickets;

(F) A Fast Play ticket is a bearer instrument until signed on the back by the owner(s); and

(G) All winning tickets for any Fast Play game must be claimed, as defined in lottery policy, within one hundred eighty (180) days of purchase.

(2) Fast Play Game Validation Requirements.

(A) All the following requirements must be met for a Fast Play game ticket to be valid:

1. The ticket validation number shall be presented in its entirety and shall correspond using the computer validation file to the selected numbers displayed on the ticket for the data displayed on the ticket;

2. The ticket shall –

A. Not be altered, reconstituted, or tampered with in any manner;

B. Not be counterfeit or a duplicate of another winning ticket;

C. Have been issued by the lottery through a retailer in an authorized manner;

D. Not have been canceled or voided; and

E. Be validated in accordance with procedures for claiming and payment of prizes;

3. The ticket data shall –

A. Have been recorded in the computer gaming system; and

B. Match this computer record in every respect;

4. The ticket may not be misregistered, unregistered or unissued, or defectively printed to an extent that it cannot be processed by the lottery;

5. The ticket shall pass all other confidential security checks of the lottery;

6. The information printed on the ticket stock shall not be interpreted as providing any prize or procedure other than that authorized by the lottery for that game; and

7. The director may allow exceptions to the criteria in this rule.

(3) The director, solely at his or her option, may replace an invalid or defective ticket with a new replacement ticket. In the event that a defective ticket is purchased, the only responsibility of the lottery shall be replacement of the defective ticket with any Fast Play game currently on sale.

(4) Fast Play games offer tiered prizes and may offer a progressive jackpot with a percentage of the total jackpot amount based upon the Fast Play game ticket price. Purchases for Fast Play games that feature a progressive jackpot contribute towards a shared progressive jackpot that will increase with every ticket purchase.

(5) The Missouri Lottery may join other states and jurisdictions for the purpose of conducting joint Fast Play lottery games.

AUTHORITY: section 313.230, RSMo 2016. Original rule filed March 25, 2026, effective Oct. 30, 2026.*

**Original authority: 313.230, RSMo 1985, amended 1988, 1990, 1993.*