

Minnesota State Lottery
Game Rules
Scratch Game #2059
“Lucky Lines Diamond Multiplier”

Adopted September 2, 2025; Amended May 21, 2026

Game End Date ~~to be Determined~~ July 7, 2026

1.1. Name of the Game

The name of Scratch Game #2059 is Lucky Lines Diamond Multiplier.

1.2. Game Start and End Dates

Sales of Game #2059 begin on September 2, 2025. Game #2059 will end on ~~a date~~ July 7, 2026 (“game end date”) ~~to be~~ as determined by the Minnesota State Lottery (the “Lottery”). Prizes may be claimed up to one (1) year after the game end date.

1.3. Ticket Price

- A. Each Ticket for Scratch Game #2059 costs ten dollars (\$10.00).
- B. A retailer may discount the sales price of a Ticket in this game if the reduction in price is part of a storewide discount promotion on all purchases (Lottery and non-Lottery) made by a player. The discount of the price does not relieve the retailer from the obligation to pay the Lottery the full price of a Ticket as stated in this section.

1.4. Definitions

- A. **“Bar Code”** means the unique bar-coded representation of the game Pack-Ticket Number and the Validation Number. The Bar Code is comprised of fourteen (14) decimal digits.
- B. **“Display Printing”** means the part of each Ticket outside of the area where the Symbols appear after the latex coating is scratched away.
- C. **“Pack”** means a Pack of fan-folded Lucky Lines Diamond Multiplier Scratch Tickets that are separated by perforations the retailer tears when the retailer sells a Ticket. These fan-folded Tickets are packaged in plastic shrink-wrapping. A Pack consists of fifty (50) Tickets fan-folded, bearing a common Pack Number and having a Ticket number starting at 000 and continuing through 049.
- D. **“Pack-Ticket Number”** means the 14-digit code printed in Pack-Ticket Number font in black ink upside-down on the bottom of the back of each Ticket in the form 2059-000001-000-1.
- E. **“Symbol”** means the images under the scratch-off area on the front of each Ticket. There are five (5) types of Symbols in the Lucky Lines Diamond Multiplier Scratch Game:
 - 1. Games 1, 2, 3, 4, and 5 Play Symbols.
 - 2. Games 6, 7, 8, 9, and 10 Play Symbols.

3. Multiplier Symbols.
4. Your Symbols.
5. Games 1, 2, 3, 4, 5, 6, 7, 8, 9, and 10 Prize Symbols.

F. “Games 1, 2, 3, 4, and 5 Play Symbols” are printed in black ink, as shown below.



G. “Games 6, 7, 8, 9, and 10 Play Symbols” are printed in black ink, as shown below.



H. “Multiplier Symbols” are printed in black ink, as shown below.



I. “Your Symbols” are printed in black ink, as shown below.



J. “Games 1, 2, 3, 4, 5, 6, 7, 8, 9, and 10 Prize Symbols” are printed in black ink, as shown below.








K. “Ticket” or “Scratch Game Ticket” or “Scratch Ticket” means a Lucky Lines Diamond Multiplier Scratch Game #2059 Ticket.

L. “Validation Number” means a game-wide, unique 10-digit Validation Number that is printed in Validation font (0 1 2 3 4 5 6 7 8 9) in black ink under the latex at the lower-right of the Your Symbols area on the front of the Ticket and covered with latex coating and overprinting graphic.

2.1. Determination of Prizewinners

A. The determination of prizewinners is subject to the general Ticket validation requirements set forth in Section 2 of these procedures; [Minn. Stat. § 349A](#) (Lottery Statute); [Minn. R. 7857](#) (Lottery Prize Payments); and the requirements on the back of each Scratch Ticket.

- B. To determine if a Ticket is a winning Ticket, the barcode printed under the latex in the lower-left of the Your Symbols area on the front of the Ticket must be scanned into a terminal connected to the Lottery computer system that must verify that the Ticket is a winning Ticket and the prize level of the winning Ticket. The revealed Symbols on the front of the Ticket do not determine if a Ticket is a winning Ticket. The revealable Symbols are for entertainment purposes only.
- C. There are ten (10) games in the Lucky Lines Diamond Multiplier Scratch Game. Each game is played separately.
- D. An apparent prizewinner in the Lucky Lines Diamond Multiplier Scratch Game is determined when the play area on the front of the Ticket is scratched off to reveal twenty-seven (27) Your Symbols, the Game Play Symbols that match the revealed Your Symbols in Game 1, Game 2, Game 3, Game 4, Game 5, Game 6, Game 7, Game 8, Game 9, and Game 10, and one (1) Multiplier Symbol.
- E. A player who matches Your Symbols to all the Play Symbols on any one (1) straight horizontal, vertical, or diagonal line within Game 1, Game 2, Game 3, Game 4, or Game 5 wins the prize indicated by the corresponding arrow pointing to that line. Each game is played separately.
- F. A player who matches Your Symbols to all the Play Symbols on any one (1) straight horizontal line in Game 6, Game 7, Game 8, Game 9, or Game 10 wins the prize indicated by the Prize Symbol at the right of the same line. Each game is played separately.
- G. The holder of a Ticket who wins a prize according to E and F above and reveals a Win 1X  Multiplier Symbol wins the prize amount indicated.
- H. The holder of a Ticket who wins a prize according to E and F above and reveals a Win 2X  Multiplier Symbol wins two (2) times the prize amount indicated.
- I. The holder of a Ticket who wins a prize according to E and F above and reveals a Win 3X  Multiplier Symbol wins three (3) times the prize amount indicated.
- J. The holder of a Ticket who wins a prize according to E and F above and reveals a Win 5X  Multiplier Symbol wins five (5) times the prize amount indicated.
- K. The holder of a Ticket who wins a prize according to E and F above and reveals a Win 10X  Multiplier Symbol wins ten (10) times the prize amount indicated.
- L. No portion of the Display Printing or any extraneous matter is usable or playable as part of the Lucky Lines Diamond Multiplier Scratch Game.

2.2. Scratch Ticket Validation Requirements

- A. To be valid, a Lucky Lines Diamond Multiplier Scratch Game Ticket must meet all the following requirements:

1. the Ticket must be intact;
 2. the Ticket Validation and Pack-Ticket Numbers must be legible. These numbers are used by the Lottery in its official validation process to determine if the Ticket contains a winner and the prize level of a winning Ticket;
 3. the Ticket must not be altered, reconstituted, or tampered with in any way;
 4. the signature on the Ticket must not have been removed, or altered in any way;
 5. the Ticket must not be counterfeit in any way in whole or in part;
 6. the Ticket must have been issued by the Lottery in an authorized manner;
 7. the Ticket must not have been stolen nor appear on any list of omitted Tickets or non-activated Tickets on file at the Lottery;
 8. the Validation Number of an apparent winning Ticket must be verified as a winning Ticket on the Lottery computer system and the Ticket must not have been previously paid; and
 9. the Ticket must not be printed or produced in error.
- B. The Ticket must pass all additional validation tests specified in these game rules, [Minn. Stat. § 349A](#) (Lottery Statute), [Minn. R. 7857](#) (Lottery Prize Payments), and any confidential validation tests performed by the Lottery.
- C. Any Ticket not passing all the validation requirements is void and is ineligible for any prize.

2.3. Procedure for Claiming Prizes

- A. The Lottery is not responsible for lost or stolen Tickets. The Lottery recommends that players use [registered mail](#) to send Tickets and Ticket Claim forms to the Lottery and that players keep a legible copy of the front and back of any Ticket sent.
- B. To claim a prize of less than six hundred dollars (\$600) a player must sign the back of the Ticket in the signature area and present the winning Ticket to any Lottery retailer or to Lottery headquarters at 2645 Long Lake Rd, Roseville, MN, or mail the Ticket to the Lottery at Minnesota State Lottery, P.O. Box 131000, Roseville, MN 55113. The Lottery retailer or Lottery staff will verify the claim and, if valid, make payment of the amount due the player and physically void the Ticket. If a Lottery retailer cannot verify a claim or does not have the funds on hand to pay a claim, the Lottery retailer will provide the player with a Ticket Claim form and instruct the player on how to file a claim with the Lottery. If the claim is validated by the Lottery, a check will be forwarded to the player in the amount due. In the event the claim is not validated by the Lottery, the claim will be denied, and the player will be notified promptly.

- C. To claim a prize of six hundred dollars (\$600) to fifty thousand dollars (\$50,000), the player must sign the winning Ticket, complete a [Ticket Claim form](#) in its entirety and present both the Ticket and the completed Ticket Claim form at any Lottery office or mail both to the Lottery at Minnesota State Lottery, P.O. Box 131000, Roseville, MN 55113. If the claim is validated by the Lottery, a check will be forwarded to the player for payment in the amount due less any appropriate debt set-off under [Minn. Stat. § 270A](#) and any applicable federal and state withholding tax. If the claim is not validated by the Lottery, the claim will be denied, and the player will be notified promptly.
- D. To claim a prize greater than fifty thousand dollars (\$50,000), the player must sign the winning Ticket, complete a [Ticket Claim form](#) in its entirety, and present both the Ticket and the completed Ticket Claim form at the Minnesota State Lottery headquarters at 2645 Long Lake Road, Roseville, Minnesota, 55113. If the claim is validated by the Lottery, a check will be given to the player for payment in the amount due less any appropriate debt set-off under [Minn. Stat. § 270A](#) and any applicable federal and state withholding tax. If the claim is not validated by the Lottery, the claim will be denied, and the player will be notified promptly.

2.4. Allowance for Delay of Payment

The Lottery may delay payment of a prize pending a final determination by the Lottery under any of the following circumstances:

- A. if a dispute occurs or it appears likely that a dispute may occur regarding the prize;
- B. if a dispute occurs or it appears likely that a dispute may occur regarding the ownership of the Ticket;
- C. if there is any question regarding the identity of the claimant;
- D. if there is any question regarding the validity of the Ticket presented for payment; or
- E. if the claim is subject to any setoff for delinquent debts owed by the claimant under [Minn. Stat. § 349A.08, subd. 8](#).

2.5. Payment of Prizes to Persons Under Age 18

No prize in the Lucky Lines Diamond Multiplier Scratch Game may be paid to a person under 18 years of age.

2.6. Scratch Ticket Claim Period

All prizes must be claimed within one (1) year of the announced end of the game. For prizes claimed by mail, date of claim is date of receipt by the Lottery. The Lottery will announce the end of the game on [mnlottery.com](#). For prizes of \$600 or more, the claim period ends at the close of business on the last day of the claim period that Lottery offices are open. Claims of \$600 or more must have a [Ticket Claim form](#) completed in its entirety to be a valid claim. Lottery offices are closed for the holidays and events listed

on mnlottery.com, and one or more Lottery offices may close unexpectedly due to weather or other unforeseen circumstances.

3.1. Scratch Ticket Ownership

- A. Until the area designated for a signature on the back of a Ticket is signed, a Ticket is considered owned by the physical possessor of said Ticket. Removed or altered signatures may void a Ticket; the Ticket will be ineligible for any prize. When a Ticket is signed in the designated area, the player whose signature appears in the signature area is considered the owner of the Ticket and is entitled to any prize attributable thereto.
- B. Notwithstanding any name or names submitted on a claim form, the Director will make payment to the player whose signature appears on the back of the Ticket in the signature area. If more than one (1) name appears on the back of the Ticket in the signature area or more than one (1) person has agreed to share the prize and the prize being claimed is less than \$600, the Director will require that one (1) of those players whose name appears thereon or have agreed to share the prize be designated to receive payment. If more than one (1) name appears on the back of a Ticket or there is a valid agreement among more than one (1) person agreeing to share the prize and the prize being claimed is for \$600 or greater, the Director will make payment to each person who is a party to a valid prize-sharing agreement.
- C. The Lottery is not responsible for lost or stolen Tickets.

4.1. Number and Value of Prizes

There will be approximately 1,955,850 Tickets in the game. The expected number and value of prizes in the Lucky Lines Diamond Multiplier Scratch Game are as follows:

Prize Amount	Approximate Number of Prizewinners	Chance of Winning
\$10	332,553	1:5.88
\$20	127,101	1:15.39
\$25	49,885	1:39.21
\$50	55,306	1:35.36
\$75	6,591	1:296.75
\$100	17,871	1:109.44
\$300	1,636	1:1,195.51
\$500	300	1:6,519.50
\$1,000	33	1:59,268.18
\$3,000	16	1:122,240.63
\$200,000	4	1:488,962.50

The actual number of Tickets in the game may be increased or decreased at the sole discretion of the Lottery. The overall odds of winning a prize in the Lucky Lines Diamond Multiplier Scratch Game are 1:3.31.

5.1. Emergency Termination of the Game

The Director may, at any time, announce the termination of the Lucky Lines Diamond Multiplier Scratch Game without advance notice at which point no further Tickets in the Scratch Game may be sold.

6.1. Governing Law

In purchasing a Ticket, the player agrees to comply with and abide by [Minn. Stat. § 349A](#) (State Lottery); [Minn. R. 7857](#) (Lottery Prize Payments), and all final decisions of the Director of the Lottery.