# Spin Match Win Game Procedures

### Introduction

These are the Game Procedures for SPIN MATCH WIN (the "Game"). When the Game is played, the Rules for Scratchcard Games (the "Rules") and these Procedures apply. The Rules can be viewed at Retailers and on the National Lottery website at national-lottery.co.uk.

Any word or term in these Procedures that has a specific meaning will have the meaning given to it in these Procedures or the Rules (unless the context clearly indicates otherwise).

#### Game details

Game Name: "SPIN MATCH WIN"
Game Number: "Game 1350"
Retail Sales Price: £5 per Scratchcard

There is a 1 in 3.32 overall chance of winning a Prize on each Scratchcard in this Game. There are 11,774,520 Scratchcards in the initial print run of this Game.

## How to play and win

There are two play areas on a Scratchcard labelled as 'BONUS GAME' (the "BONUS GAME Play Area" and 'MAIN GAME' (the "MAIN GAME Play Area").

Players can win up to 16 times on a Scratchcard.

#### **BONUS GAME**

The BONUS GAME Play Area has four ROWS labelled as 'ROW1', 'ROW 2', 'ROW3' and 'ROW4'. Each ROW has the ROW number, two of the

reveal two identical Play Symbols with their matching Play Captions under the coating in a ROW. The Prize will be equal to the amount of the Prize Symbol with its matching Prize Caption under the coating of the Prize Box for that ROW.



## Play Symbols and Play Captions for BONUS GAME

Play Symbols	幽	<b>6</b>	4		
Play Captions	-SNAP	-BIKE	PLANE	-LIMO	NCKLCE
Play Symbols		7			
Play Captions	HOUSE	GLDCUP	CAMERA	PHONE	RANBW
Play Symbols	<b>F</b>			F)	
Play Captions	-PALM	YACHT	-coin	-KEY-	

Eight Play Symbols with their matching Play Captions will appear under the coating in the BONUS GAME Play Area. Only the BONUS GAME Play Symbols and Play Captions can be used to play the BONUS GAME. BONUS GAME Play Symbols in one ROW cannot be combined with BONUS GAME Play Symbols in any other ROW to win.





### Prize Symbols and Prize Captions for BONUS GAME

Prize Symbols	£5.00	£10.00	£20.00	£25.00	£50.00
Prize Captions	-FIVE	-TEN-	TWNTY	TWFIV	FIFTY
Prize Symbols	£100	£200	£1,000	£5,000	£50,000
Prize Captions	-HUND	TWHUN	-тнои	FIVTH	FTTHO
Prize Symbols	£1 MIL				
Prize Captions	ONEMIL				

One Prize Symbol with its matching Prize Caption will appear under the coating of each Prize Box in the BONUS GAME Play Area. Only the Prize Symbol and its matching Prize Caption under the coating of a Prize Box in the BONUS GAME Play Area can be used to confirm the amount of a Prize You may be entitled to, if any, in respect of the BONUS GAME.

#### **MAIN GAME**

The MAIN GAME Play Area is made up of a section labelled YOUR SYMBOLS (the "Your Symbols Section") and twelve rows labelled as ROW 1, ROW 2, ROW 3, ROW 4, ROW 5, ROW 6, ROW 7, ROW 8, ROW 9, ROW 10, ROW 11 and ROW 12 (each a "ROW", collectively the "ROWS").

The Your Symbols Section has four 'motifs (the background colour and orientation of which will vary).

Each ROW has the ROW number, one motifunder the column headed 'THEIR SYMBOL', (the "Their Symbol"

Section"), the word 'PRIZE' (the "Prize Box") and one motif (the orientation of which will vary) under the column headed 'MYSTERY SPOT' (the "Mystery Spot Section").

To play the MAIN GAME, first scratch off all of the coating in the Your Symbols Section to reveal four Play Symbols with their matching Prize Captions (the "Your Symbols" each a "Your Symbol"). Then, scratch off all of the coating of each ROW.

If, in a ROW, You reveal a Play Symbol with its matching Play Caption under the coating in the Their Symbol Section which matches a Play Symbol with its matching Play Caption in the Your Symbols Section, You will, providing the Rules and these Procedures are met, win a Prize.

If You reveal a 'Play Symbol with its matching Play Caption under the coating of the Mystery Spot Section, the Prize will be equal to the amount of the Prize Symbol with its matching Prize Caption shown under the coating of the Prize Box for that ROW

If You reveal a 'Play Symbol with its matching Play Caption under the coating of the Mystery Spot Section, the Prize will be equal to two times the amount of the Prize Symbol with its matching Prize Caption shown under the coating of the Prize Box for that ROW.

If You reveal a 'Play Symbol with its matching Play Caption under the coating of the Mystery Spot Section, the Prize will be equal to five times the amount of the Prize Symbol with its matching Prize Caption shown under the coating of the Prize Box for that ROW.

If You reveal a Play Symbol with its matching Play Caption under the coating of the Mystery Spot Section, the Prize will be equal to ten times the amount of the Prize Symbol with its matching Prize Caption shown under the coating of the Prize Box for that ROW.





## Play Symbols and Play Captions for MAIN GAME

Play Symbols					•
Play Captions	-RUBY	-ROLL	-WAD-	GLDBAR	BRCASE
Play Symbols	(A)			<b>Ŷ₽</b>	
Play Captions	CROWN	-RINGS	POUND	-VIP-	NUGGET
Play Symbols	Ö	<b>5</b>			
Play Captions	РКЖТС	GLDKEY	WATCH	AMYTST	-SAFE
Play Symbols	J				
Play Captions	WALLET	POTGLD	CHEST	MYTREE	-BANK

Four Play Symbols with their matching Play Captions will appear under the coating in the Your Symbols Section. One Play Symbol with its matching Play Caption will appear under the coating of the Their Symbol Section in each ROW. Only the MAIN GAME Play Symbols and Play Captions can be used to play the MAIN GAME.

## MYSTERY SPOT Play Symbols and Play Captions

Play Symbols	Œ	233	<b>533</b>	1033
Play Captions	1TIMES	2TIMES	5TIMES	10TIMES

One MYSTERY SPOT Play Symbol with its matching MYSTERY SPOT Play Caption will appear under the coating of the Mystery Spot Section in each ROW in the MAIN GAME Play Area. Only the MYSTERY SPOT Play Symbols and MYSTERY SPOT Play Captions can be used to determine if you have multiplied the Prize won, if any, in respect of a ROW in the MAIN GAME.

## Prize Symbols and Prize Captions for MAIN GAME

ONEMIL

Prize Symbols	£5.00	£10.00	£20.00	£25.00	£50.00
Prize Captions	-FIVE	-TEN-	TWNTY	TWFIV	FIFTY
Prize Symbols	£100	£200	£1,000	£5,000	£50,000
Prize Captions	-HUND	TWHUN	-тнои	FIVTH	FTTHO
Prize Symbols	£1 MIL				

One Prize Symbol with its matching Prize Caption will appear under the coating of the Prize Box in each ROW of the MAIN GAME Play Area. Only the Prize Symbol and its matching Prize Caption under the coating of a Prize Box in the MAIN GAME Play Area can be used to confirm the amount of a Prize You may be entitled to, if any, in respect of the MAIN GAME.



Prize

Captions



# Prize Amounts, Number of Prizes and Odds

	Prize Amount	Number Of Prizes In The Game At Start Of Game	Approx. Odds (1In : ) At Start Of Game	Tolerance for Odds of Winning in event of a further print run
£5		1,491,418	8	+/- 5.00%
£10		274,736	43	+/- 5.00%
£10	£5×2	510,232	24	+/- 5.00%
£10	£5 MULT2	627,844	19	+/- 5.00%
£20		39,261	300	+/- 5.00%
	£5×4	78.479	151	+/- 5.00%
	£10 MULT2	78,502	150	+/- 5.00%
£20	£5 MULT2 + (£5 x 2)	196,242	60	+/- 5.00%
£20	£5 MULT2 x 2	78,562	150	+/- 5.00%
£25		9,244	1,274	+/- 5.00%
£25	(£5 x 3) + £10	13,555	869	+/- 5.00%
	£5 + (£10 x 2)	13,597	866	+/- 5.00%
	£5×5	11,211	1,051	+/- 5.00%
	(£5 MULT2 x 2) + £5	20,554	573	+/- 5.00%
	£10 MULT2 + £5	20.558	573	+/- 5.00%
	£5 MULT5	20,526	574	+/- 5.00%
£50	231 10213	1,404	8,387	+/- 5.00%
	£5×10	1,406	8,375	+/- 5.00%
	(£5×2) + (£20×2)	2,807	4,195	+/- 5.00%
	£5 MULT2 x 5	5.041	2,336	+/- 5.00%
	£5 MULT2 + £20 MULT2	5.041	2,336	+/- 5.00%
	£5 MULT10	5,049	2,333	+/- 5.00%
	£5 MULT5×2	5,046	2,334	+/- 5.00%
	(£10 MULT2 x 2) + (£5 x 2)	5,045	2,334	+/- 5.00%
	£25 MULT2	5,043	2,318	+/- 5.00%
	£10 MULT5	5,142	2,290	+/- 5.00%
£100	EIOPIOEIS	838	14.051	+/- 5.00%
	£50×2	1,226	9,605	+/- 5.00%
	(£5 x 3) + £10 + (£25 x 3)	1,205	9,772	+/- 5.00%
	(£5 x 12) + (£10 x 4)	1,972	5,971	+/- 5.00%
	(£5 MULT2 x 10)	1,963	5,999	+/- 5.00%
	£50 MULT2	1,964	5,996	+/- 5.00%
	£20 MULT5	1,953	6,029	+/- 5.00%
	£10 MULT10	1,857	6,341	+/- 5.00%
£200	EIOMOLI IO	372	<del> </del>	+/- 5.00%
	(£5 x 3) + (£10 x 11) + £25 + £50	940	31,652 12,527	+/- 5.00%
	(£10 x 13) + £20 + (£25 x 2)	1,028	12,527	+/- 5.00%
	£100 MULT2	651	18,087	+/- 5.00%
	£20 MULT5 + £50 MULT2	762	15,453	+/- 5.00%
£200	LZU MULTO + ESU MULTZ	96	122,652	+/- 5.00%
	(£50×12) + (£100×4)	185	63,647	+/- 9.39%
	£200 MULT5	91	129,391	+/- 7.15%
£5.000	EZUU MULTO	2	5,887,260	+/- 9.59%
-,	(£25 x 8) + (£200 x 4) + (£1,000 x 4)	2	5,887,260	+/- 36.55%
		2		
£50,000	£1,000 MULT5	<u>∠</u>	5,887,260 2,943,630	+/- 36.55% +/- 36.55%
		3		
£1,000,000		5	3,924,840	+/- 36.55%





As Prizes are won, the number of Prizes available in each category will reduce. Once the last top Prize has been validated, Retailers will be allowed to continue selling those Scratchcards that have already been activated for sale and any unactivated Scratchcard stock will be withdrawn. To find out up-to-date Prize information visit **national-lottery.co.uk** or call the National Lottery Line on **0333 234 5050**. Calls cost no more than calls to 01 and 02 numbers. If your phone tariff offers inclusive calls to landlines, calls to 03 numbers will be included on the same basis.

#### Prize Value in The Game

The total value of Prizes in the initial print run of Scratchcards for the Game represents 70.39% of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcards for the Game is £41,440,755.

The number of Prizes in the initial print run of Scratchcards for the Game relates to the number of Scratchcards recorded on Camelot's Computer System and formally notified to the Gambling Commission before any Scratchcards are sold. The details in these Procedures will not be revised to take into account any future sale or loss of Scratchcards, future withdrawal of Scratchcards (where those Scratchcards are withdrawn by Camelot without knowledge of whether they are Prize bearing Scratchcards), or additional print run(s) of Scratchcards for the Game. Providing a top prize remains available Camelot may print further Scratchcards for this Game. If a further print run of Scratchcards for this Game is made, then, for the Scratchcards produced in that further print run, the overall odds of winning a Prize at each Prize tier level will be, allowing for the tolerance levels as specified in the table above, the same as in the initial print run of Scratchcards for the Game.

## General

In the event of any conflict between the Rules, these Procedures and any other information issued by Camelot in relation to this Game, the Rules will take priority followed by the Procedures and then any other information issued by Camelot.



