

Jewel Multiplier Game Procedures

Introduction

These are the Game Procedures for JEWEL MULTIPLIER (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: "JEWEL MULTIPLIER"

Game Number: "Game 1321"

Retail Sales Price: £5 per Scratchcard


There is a 1 in 3,51 overall chance of winning a Prize on each Scratchcard. There are 13,470,420 Scratchcards in the initial print run of this Game.


How to play and win

The Game consists of the Play Area and the PRIZE TABLE.

The Play Area has two sections, one labelled 'WINNING NUMBERS' (the "Winning Numbers section") and one labelled 'YOUR NUMBERS' (the "Your Numbers section").

The Winning Numbers section contains a  motif, a  motif, a  motif, a  motif, a  motif (each a "Jewel Motif", together the


"Jewel Motifs"), (the "Winning Numbers Section"), a  bonus motif and a  bonus motif, and twenty-five  motifs and the word 'PRIZE'

(each a "Prize Box") immediately below each  motif in the section headed 'YOUR NUMBERS' (the "Your Numbers Section").


You will, providing the requirements of 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 a  motif in the Your Numbers Section that matches a Play Symbol with its matching Play Caption under the coating of a Jewel Motif(s) in the Winning Numbers 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 immediately below the matching Play Symbol in the Your Numbers Section.

If You reveal a Play Symbol with its matching Play Caption under the coating of a  motif in the Your Numbers Section

that matches the Play Symbol with its matching Play Caption revealed under the coating of the  bonus motif, You will, providing the requirements of the Rules and these Procedures are met, win a Prize. 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 immediately below the matching Play Symbol in the Your Numbers Section.

If You reveal a Play Symbol with its matching Play Caption under the coating of a  motif in the Your Numbers Section

that matches the Play Symbol with its matching Play Caption revealed under the coating of the  bonus motif, You will, providing the requirements of the Rules and these Procedures are met, win a Prize. 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 immediately below the matching Play Symbol in the Your Numbers Section.

If You reveal one or more  symbols in the Your Numbers Section, You will, providing the requirements of the Rules and these Procedures are met, win a Prize. The Prize will be equal to the corresponding monetary amount for the number of  symbol(s) revealed as shown in the PRIZE TABLE. Players can win up to 25 times on a Scratchcard.



TOP PRIZES OF

£1 MILLION

£5

JEWEL

MULTIPLIER

3

WAYS TO WIN!

PRIZE TABLE	
<div> <div>1x</div> <div>£45</div> </div> <div> <div>2x</div> <div>£10</div> </div> <div> <div>3x</div> <div>£15</div> </div> <div> <div>4x</div> <div>£20</div> </div>	<div> <div>5x</div> <div>£25</div> </div> <div> <div>6x</div> <div>£30</div> </div> <div> <div>7x</div> <div>£35</div> </div> <div> <div>8x</div> <div>£40</div> </div>
<div> <div>9x</div> <div>£45</div> </div> <div> <div>10x</div> <div>£50</div> </div> <div> <div>11x</div> <div>£55</div> </div> <div> <div>12x</div> <div>£60</div> </div>	

WINNING NUMBERS

04 43 35 56 29

YOUR NUMBERS

56 14 22 03 25

£1 MIL £5.00 £10.00 £200 £20.00

01 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25


Match any of the WINNING NUMBERS to any of YOUR NUMBERS to win PRIZE.

Match either of the BONUS NUMBERS to any of YOUR NUMBERS to multiply the PRIZE (S) by that multiplier shown. Reveal one or more in the YOUR NUMBERS section to win the corresponding PRIZE in the PRIZE TABLE.

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Play Symbols and Play Captions

Play Symbols	01	03	04	06	07	08
Play Captions	-ONE-	THREE	-FOUR	-SIX-	SEVEN	EIGHT
Play Symbols	09	11	12	13	14	16
Play Captions	-NINE	ELEVN	TWLVE	THIRT	FOURT	SIXTN
Play Symbols	17	18	19	21	22	23
Play Captions	SEVTN	EGTTN	NINTN	TWONE	TWTWO	TWTHR
Play Symbols	24	26	27	28	29	31
Play Captions	TWFOR	TWSIX	TWSVN	TWEGT	TWNIN	THYON
Play Symbols	32	33	34	35	36	37
Play Captions	THYTW	THYTH	THYFR	THYFV	THYSX	THYSV
Play Symbols	38	39	40	41	42	43
Play Captions	THYET	THYNI	FORTY	FYONE	FYTWO	FYTHR
Play Symbols	44	45	46	47	48	49
Play Captions	FYFOR	FYFIV	FYSIX	FYSVN	FYEGT	FYNIN
Play Symbols	51	52	53	54	55	56
Play Captions	FTONE	FTTWO	FTTHR	FTFOR	FTFIV	FTSIX
Play Symbols						
Play Captions	-WIN-					

Five Play Symbols with their matching Play Captions will appear under the coating in the Winning Numbers Section. One Play Symbol with its matching Play Caption will appear under the coating of each bonus motif. Twenty-five Play Symbols with their matching Play Captions will appear under the coating in the Your Numbers Section.

Only the Play Symbols and Play Captions can be used to play the Game.



Prize Symbols and Prize Captions

Prize Symbols	£5.00	£10.00	£15.00	£20.00	£25.00
Prize Captions	-FIVE	-TEN-	FIFTN	TWNTY	TWFOV
Prize Symbols	£30.00	£50.00	£100	£200	£1,000
Prize Captions	THRTY	FIFTY	-HUND	TWHUN	-THOU
Prize Symbols	£5,000	£50,000	£1MIL	JEWEL	
Prize Captions	FIVTH	FTTHO	ONEMIL	-WIN-	

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

Prize Amounts, Number of Prizes and Odds

Prize Amount	Number Of Prizes In The Game At Start Of Game	Approx. Odds (1 In :) At Start Of Game	Tolerance for Odds of Winning in event of a further print run
£5	449,014	30	+/- 5.00%
£5 1x Jewel = £5	1,212,313	12	+/- 5.00%
£10	44,908	300	+/- 5.00%
£10 £5 x 2	179,585	76	+/- 5.00%
£10 £5 MULT2	224,507	60	+/- 5.00%
£10 (1 x Jewel = £5) + £5	224,486	61	+/- 5.00%
£10 2 x Jewel = £10	224,434	61	+/- 5.00%
£15	44,943	300	+/- 5.00%
£15 £5 + £10	44,908	300	+/- 5.00%
£15 £5 MULT2 + £5	134,656	101	+/- 5.00%
£15 (1 x Jewel = £5) + £10	134,729	100	+/- 5.00%
£15 (2 x Jewel = £10) + £5	179,599	75	+/- 5.00%
£15 3 x Jewel = £15	179,672	75	+/- 5.00%
£20	44,943	300	+/- 5.00%
£20 £5 x 4	44,835	301	+/- 5.00%
£20 £5 MULT2 + £10	44,908	300	+/- 5.00%
£20 £10 MULT2	44,899	301	+/- 5.00%
£20 (1 x Jewel = £5) + £5 MULT2 + £5	44,908	300	+/- 5.00%
£20 (2 x Jewel = £10) + £5 MULT2	44,943	300	+/- 5.00%
£20 4 x Jewel = £20	89,757	151	+/- 5.00%
£25	4,163	3,236	+/- 5.00%
£25 £5 x 5	7,983	1,688	+/- 5.00%
£25 £5 + (£10 x 2)	12,149	1,109	+/- 5.00%
£25 £10 MULT2 + £5	12,203	1,104	+/- 5.00%
£25 £5 MULT5	13,256	1,017	+/- 5.00%
£25 (4 x Jewel = £20) + £5	16,879	799	+/- 5.00%
£25 5 x Jewel = £25	17,103	788	+/- 5.00%
£30	3,979	3,386	+/- 5.00%
£30 £5 x 6	4,276	3,151	+/- 5.00%
£30 £10 x 3	4,299	3,134	+/- 5.00%
£30 £10 MULT2 + (£5 x 2)	11,751	1,147	+/- 5.00%
£30 £5 MULT5 + £5	11,776	1,144	+/- 5.00%



Prize Amount	Number Of Prizes In The Game At Start Of Game	Approx. Odds (1 In :) At Start Of Game	Tolerance for Odds of Winning in event of a further print run
£30 (5 x Jewel = £25) + £5	11,765	1,145	+/- 5.00%
£30 6 x Jewel = £30	11,765	1,145	+/- 5.00%
£50	1,616	8,336	+/- 5.00%
£50 £5 x 10	2,135	6,310	+/- 5.00%
£50 £25 MULT2	4,811	2,800	+/- 5.00%
£50 £10 MULT5	4,836	2,786	+/- 5.00%
£50 (3 x Jewel = £15) + £5 MULT2 + £5 MULT5	7,149	1,885	+/- 5.00%
£50 (6 x Jewel = £30) + £10 MULT2	7,178	1,877	+/- 5.00%
£50 7 x Jewel = £50	8,035	1,677	+/- 5.00%
£100	531	25,369	+/- 5.00%
£100 £5 x 20	1,070	12,590	+/- 5.00%
£100 £10 x 10	1,061	12,696	+/- 5.00%
£100 £50 MULT2	2,684	5,019	+/- 5.00%
£100 £10 MULT5 + £25 MULT2	2,689	5,010	+/- 5.00%
£100 (5 x Jewel = £25) + £10 MULT2 + £10 MULT5 + £5	2,671	5,044	+/- 5.00%
£100 8 x Jewel = £100	4,287	3,143	+/- 5.00%
£200	535	25,179	+/- 5.00%
£200 (£5 x 20) + (£20 x 5)	1,171	11,504	+/- 5.00%
£200 £100 MULT2	1,178	11,435	+/- 5.00%
£200 (8 x Jewel = £100) + £25 MULT2 + £25 + £5 MULT5	1,173	11,484	+/- 5.00%
£1,000	70	192,435	+/- 10.80%
£1,000 (£10 x 20) + (£100 x 2) + (£200 x 3)	119	113,197	+/- 8.91%
£1,000 £200 MULT5	112	120,272	+/- 8.91%
£1,000 (8 x Jewel = £100) + £100 MULT5 + £200 MULT2	99	136,065	+/- 9.39%
£5,000	4	3,367,605	+/- 36.55%
£50,000	4	3,367,605	+/- 36.55%
£1,000,000	4	3,367,605	+/- 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 71.04% of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcards for the Game is £47,847,630.

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.



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Camelot UK Lotteries Limited, PO Box 287, Watford WD18 9TT.
The National Lottery Line 0333 234 5050. Call charges as above.



**YOUR NUMBERS
MAKE AMAZING
HAPPEN**