

Cashword Doubler Game Procedures

Introduction

These are the Game Procedures for CASHWORD DOUBLER (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: "CASHWORD DOUBLER"

Game Number: "Game 1332"

Retail Sales Price: £3 per Scratchcard

There is a 1 in 3,42 overall chance of winning a Prize on each Scratchcard in this Game. There are 18,129,900 Scratchcards in the initial print run of this Game.

How to play and win

There are four areas on the Scratchcard - YOUR LETTERS (the "Your Letters Section"), WORD GRID (the "Word Grid Section"), PRIZE TABLE (the "Prize Table"), and BONUS GAME (the "BONUS GAME Play Area").

The Your Letters Section, Word Grid Section and the Prize Table form the Main Game for the purpose of these Game Procedures.

Players can win up to 2 times on a Scratchcard.

Main Game

Scratch off all of the coating in the Your Letters Section to reveal eighteen Play Symbols ("Your Letters"). Then, scratch only those letters in the Word Grid Section that match the Your Letters revealed under the coating in the Your Letters Section. You will, providing the requirements of the Rules and these Procedures are met, win a Prize if, after scratching off the coating of the letters in the Word Grid Section that match Your Letters revealed under the coating in the Your Letters Section, You reveal three or more complete words under the coating of the Word Grid Section (the "Winning Words").

You will, providing the requirements of the Rules and these Procedures are met, win a Prize if, after scratching off the coating of the letters in the Word Grid Section that match the Your Letters revealed under the coating in the Your Letters Section, You reveal three or more complete words under the coating of the Word Grid Section (the "Winning Words"). The Prize will equal to the Prize Amount shown in the row of the Prize Table for the corresponding number of Winning Words revealed under the coating of the Word Grid Section.

If any of the Winning Words contains a letter within a circle, You will, providing the requirements of the Rules and these Procedures are met, win a Prize. The Prize will be DOUBLE the Prize shown in the Prize Table for the corresponding number of Winning Words revealed under the coating of the Word Grid Section.

Play Symbols for the Your Letters and Word Grid Section

Play Symbols	A	B	C	D	E	F	G	H	I
Play Symbols	J	K	L	M	N	O	P	Q	R
Play Symbols	S	T	U	V	W	X	Y	Z	

Eighteen Play Symbols will appear under the coating of the Your Letters Section. Only the Play Symbols from the Your Letters Section can be used to play the Main Game.






Words within words (for example TO, TON, ONE in the word STONE) will not be considered 'complete' words. Play Symbols combined to form a 'complete' word must appear in an unbroken horizontal (left to right) sequence or vertical (top to bottom) sequence of letters within the Word Grid Section.
















Examples of acceptable 'complete' words are set out below:

EXAMPLES					
					L
S	T	O	N	E	
P					T
Y					

BONUS GAME

The BONUS GAME Play Area has one '  motif. You will, providing the requirements of the Rules and these Procedures are met, win £10 automatically if You reveal a  Play Symbol with its matching Play Caption under the coating of the  motif in the BONUS GAME Play Area.

Play Symbols and Play Captions for the BONUS GAME

Play Symbols					
Play Captions	MYTREE	POTGLD	-ROLL	-WAD-	CHEST
Play Symbols					
Play Captions	STACK	MNYBAG	-SAFE	PURSE	WALLET
Play Symbols					
Play Captions	-GOLD	NUGGET	DIAMND	RUBY-	WINE10

One Play Symbol with its matching Play Caption will appear under the coating of the BONUS GAME Play Area. Only the BONUS GAME Play Symbols and Play Captions can be used to play the BONUS GAME.

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
£3 3 Words	1,586,580	12
£5 4 Words	1,434,984	13
£6 5 Words	377,890	48
£6 3 Words DOUBLED	604,330	30
£10 6 Words	151,223	120
£10 4 Words DOUBLED	452,991	41
£10 £10 BONUS	151,223	120
£12 5 Words DOUBLED	302,165	60
£20 7 Words	75,425	241
£20 4 Words DOUBLED + £10 BONUS	75,633	240
£25 8 Words	55,599	327
£40 7 Words DOUBLED	18,666	972
£50 8 Words DOUBLED	12,009	1,510
£100 9 Words	4,929	3,679
£200 9 Words DOUBLED	73	248,355



Prize Amount	Number Of Prizes In The Game At Start Of Game	Approx. Odds (1 In :) At Start Of Game
£1,000 10 Words	24	755,413
£10,000 11 Words	7	2,589,986
£300,000 12 Words	4	4,532,475

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 print run of Scratchcards for the Game represents 67.23% of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcards for the Game is £36,568,055.

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, or future withdrawal of Scratchcards (where those Scratchcards are withdrawn by Camelot without knowledge of whether they are Prize bearing Scratchcards).

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.

