3 in 1 Game Procedures

Introduction

These are the Game Procedures for 3 IN1 (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: "3 IN 1"
Game Number: "Game 1296"
Retail Sales Price: £5 per Scratchcard

There is a 1 in 3.36 overall chance of winning a Prize on each Scratchcard in this Game. There are 7,360,440 Scratchcards in the initial print run of this Game.

How to play and win

There are three Play Areas on a Scratchcard labelled as GAME 1 CASH LINES ("CASH LINES"), GAME 2 BINGO ("BINGO") and GAME 3 CASHWORD ("CASHWORD").

A Player can win up to 5 times on a Scratchcard.

CASHLINES

The CASH LINES Play Area has two sections, one headed 'SCRATCH HERE FIRST YOUR SYMBOLS' (the "Your Symbols Section") and a play grid (the "Play Grid").

The Play Grid consists of sixteen squares, each square containing one of a variety of Play Symbols. There are eight LINES associated with the Play Grid identified as LINE 1, LINE 2, LINE 3, LINE 4, LINE 5, LINE 6, LINE 7 and LINE 8 (each a "LINE", together the "LINES"). On the right or at the bottom of each LINE is the word PRIZE (the "Prize Box").

To play CASH LINES, first scratch off all of the coating of the Your Symbols Section to reveal ten Play Symbols ("Your Symbols"). Then, scratch off the coating of the Play Symbols contained in the Play Grid that match Your Symbols only.

You will, providing the requirements of the Rules and these Procedures are met, win a Prize if You reveal (by scratching the coating off of the Play

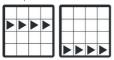
Symbols in the Play Grid that match Your Symbols only) all four Play Symbols which complete a horizontal or vertical line in the Play Grid (see examples below).

 $The Prize \ will be equal to the Prize \ Symbol \ with its matching \ Prize \ Caption \ under the \ coating \ of the \ Prize \ Box for that \ LINE.$

HORIZONTAL:

• You must reveal 4 Play Symbols that match Your Symbols which complete a horizontal line in the Play Grid.

Examples









VERTICAL:

 $\bullet \ \ \text{You must reveal 4 Play Symbols that match Your Symbols which complete a vertical line in the Play Grid.} \\ \text{Examples}$

\blacksquare	

It is possible to have up to 2 winning LINES on the CASH LINES Play Grid.

Play Symbols and Play Captions for CASH LINES

Play Symbols		Br. A			- C
Play Captions	SUNGLA	CROWN	CHEST	DIAMND	GLDKEY
Play Symbols		600		J	
Play Captions	-WAD-	NCKLCE	GLDBAR	WALLET	YACHT
Play Symbols	(VIP)	Ö			ð
Play Captions	-VIP-	-RING	STACK	-LIMO	MNYBAG
Play Symbols	E				
Play Captions	POUND				

Ten Play Symbols with their matching Play Captions will appear under the coating of the Your Symbols Section. Only one Play Caption appears under each Play Symbol. Four Play Symbols will appear under the coating of each LINE in the Play Grid. Play Symbols in one LINE cannot be combined with Play Symbols in any other LINE to win.

Prize Symbols and Prize Captions for CASH LINES

Prize Symbols	£5.00	£10.00	£15.00	£20.00	£50.00
Prize Captions	-FIVE	-TEN-	FIFTN	TWNTY	FIFTY
Prize Symbols	£100	£200	£1,000	£50,000	£1MIL
Prize Captions	-HUND	TWHUN	-тноυ	FTTHO	ONEMIL

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

BINGC

The BINGO Play Area has three sections, identified as the CALLER'S CARD, CARD 1 and CARD 2.

Scratching off the coating on the CALLER'S CARD will reveal twenty numbers (the "Bingo Numbers"). CARD1 and CARD 2 (the "CARDS", each a "CARD") each have a green Prize Table on the left hand side (the "Prize Table"), and on the right hand side have twenty-five squares, twenty-four of which have Play Symbols consisting of numbers. The middle square in each CARD contains a 'FREE' Play Symbol (a "Free Square").





BINGO is played by first scratching off all of the coating on the CALLER'S CARD to reveal the Bingo Numbers. You must then match the Bingo Numbers to the numbers shown on each of the CARDS. In order to confirm and verify that a number on one of the CARDS matches a Bingo Number, You should scratch off the matching number on the relevant CARD (a 'Matching Number').

 $To win a \ Prize \ as \ listed in the \ Prize \ Table \ on a \ CARD, You \ must have \ a \ Scratchcard \ containing \ Matching \ Numbers \ in \ one \ of the following \ patterns \ on \ that \ CARD \ (a "Winning \ Pattern"):$

ROW:

- 5 Matching Numbers in a horizontal line; or
- 4 Matching Numbers and a Free Square in a horizontal line

Example

•	١	•	١	▶					
H		FREE	H	Н	▶	•	FREE	•	•
				П					

NB-It is not possible to have more than 1 row of Matching Numbers on one CARD.

COLUMN:

- 5 Matching Numbers in a vertical line; or
- 4 Matching Numbers and a Free Square in a vertical line

Example

A	П	\Box	П		
A		П	П	A	
A	FREE	П	П	FREE	Т
Δ		П	П	A	
A	\top				

NB-It is not possible to have more than 1 column of Matching Numbers on one CARD.

DIAGONAL:

• 4 Matching Numbers and a Free Square in a diagonal line

Example

Г				◂	F		
			4				
		FREE			Г	FREE	
	4						
4							

NB-It is not possible to have more than 1 diagonal line of Matching Numbers on one CARD.

4 CORNERS:

• A Matching Number in each of the 4 corners on one CARD

Example



 $If a CARD\ contains\ a\ Winning\ Pattern,\ You\ will,\ providing\ the\ requirements\ of\ the\ Rules\ and\ these\ Procedures\ are\ met,\ win\ the\ Prize\ Table\ for\ that\ CARD.$





Play Symbols for CALLER'S CARD

Play Symbols	01	02	03	04	05
Play Symbols	06	07	08	09	10
Play Symbols		12	13	14	15
Play Symbols	16	17	18	19	20
Play Symbols	21	22	23	24	25
Play Symbols	26	27	28	29	30
Play Symbols	31	32	33	34	35
Play Symbols	36	37	38	39	40
Play Symbols		42	43	44	45
Play Symbols	46	47	48	49	50
Play Symbols	51	52	53	54	55
Play Symbols	56	57	58	59	60
Play Symbols	61	62	63	64	65
Play Symbols	66	67	68	69	70
Play Symbols	71	72	73	74	75

Play Symbols for CARD 1 and CARD 2

Play Symbols	01	02	03	04	05
Play Symbols	06	07	08	09	0
Play Symbols		12	13	14	15
Play Symbols	16	17	18	19	20





Play Symbols	21	22	23	24	25
Play Symbols	26	27	28	29	30
Play Symbols	31	32	33	34	35
Play Symbols	3 5	37	38	39	40
Play Symbols	41	42	43	44	45
Play Symbols	46	47	48	49	50
Play Symbols	51	52	53	54	55
Play Symbols	56	57	58	59	60
Play Symbols	61	62	63	64	65
Play Symbols	66	67	68	69	70
Play Symbols	71	72	73	74	75
Play Symbols	FREE				

 $Twenty Play Symbols \ will appear under the coating of the CALLER'S CARD. Twenty-four Play Symbols, plus one FREE Square will appear under the coating on each CARD. Only the Play Symbols can be used to play the Game. Play Symbols from one CARD cannot be combined with Play Symbols on the other CARD to win. \\$

A Prize Table on one CARD cannot be combined with the other CARD to determine a Prize to which a Player may be entitled.

CASHWORD

There are three areas on the CASHWORD Play Area – YOUR LETTERS (the "Your Letters Section"), WORD GRID (the "Word Grid") and the PRIZE TABLE (the "Prize Table").

To play CASHWORD, first scratch off all of the coating in the Your Letters Section to reveal eighteen Play Symbols (the "Your Letters"). Then, scratch only those letters in the Word Grid that match the Your Letters You have revealed.

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 that match Your Letters, You reveal two or more complete words under the coating of the Word Grid (the "Winning Words"). The Prize will be the Prize shown in the Prize Table for the corresponding number of Winning Words revealed under the coating of the Word Grid.





Play Symbols for the Your Letters Section and Word Grid

Play Symbols	Α	В	C	D	E	F	G	Н	Ι
Play Symbols	J	K	L	M	N	0	P	Q	R
Play Symbols	S	T	U	V	W	Х	Υ	Z	

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

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.

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

EXAMPLES						
				L		
s	T.	0	N.	E		
Р				т		
Y						

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
£5	LINES £5	319,030	24
£5	BINGO £5	294,461	25
£5	CASHWORD £5	294,415	25
£10	LINES £10	122,755	60
£10	BINGO £10	122,593	61
£10	CASHWORD £10	122,684	60
£10	LINES £5 + BINGO £5	147,056	51
£10	LINES £5 + CASHWORD £5	147,218	50
£10	BINGO £5 + CASHWORD £5	147,178	51
£15	LINES £15	24,594	300
£15	LINES £5 + BINGO £10	24,519	301
£15	LINES £10 + BINGO £5	24,544	300
£15	LINES £5 + BINGO £5 + CASHWORD £5	98,130	76
£15	BINGO £5 + CASHWORD £10	73,561	101
£20	LINES £20	24,544	300
£20	BINGO £20	24,594	300
£20	LINES £10 x 2	24,519	301
£20	LINES £5 + BINGO £5 + CASHWORD £10	49,098	150
£20	(LINES £5 x 2) + BINGO £5 + CASHWORD £5	73,576	101
£50	LINES £50	1,459	5,045
£50	BINGO £50	1,465	5,025
£50	CASHWORD £50	3,296	2,234
£50	LINES £20 + BINGO £20 + CASHWORD £10	4,081	1,804
£50	(LINES £5 x 2) + BINGO £10 + BINGO £20 + CASHWORD	4,055	1,816
	£10		
	LINES £10 + BINGO £10 + BINGO £20 + CASHWORD £10	4,403	1,672
£50	LINES £5 + LINES £15 + BINGO £20 + CASHWORD £10	4,391	1,677



	Prize Amount	Number Of Prizes In The Game At Start Of Game	Approx. Odds (1 In :) At Start Of Game
£100	LINES £100	880	8,365
£100	BINGO £100	1,174	6,270
£100	(LINES £20 x 2) + BINGO £50 + CASHWORD £10	2,050	3,591
£100	LINES £20 + BINGO £10 + BINGO £20 + CASHWORD £50	2,045	3,600
£100	LINES £15 + LINES £20 + BINGO £5 + BINGO £10 +	2,056	3,580
	CASHWORD £50		
£200	LINES £200	481	15,303
£200	BINGO £200	463	15,898
£200	CASHWORD £200	473	15,562
£200	LINES £100 + BINGO £100	475	15,496
£200	LINES £50 + BINGO £100 + CASHWORD £50	645	11,412
£1,000	LINES £1,000	78	94,365
£1,000	BINGO £1,000	71	103,669
£1,000	CASHWORD £1,000	75	98,140
£50,000	LINES £50,000	2	3,680,220
£1,000,000	LINES £1,000,000	1	7,360,440
£1,000,000	BINGO £1,000,000	1	7,360,440
£1,000,000	CASHWORD £1,000,000	1	7,360,440

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 70.79% of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcards for the Game is £26.050.610.00.

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 these Procedures and any other information issued by Camelot in relation to this Game, these Procedures will take priority.



