

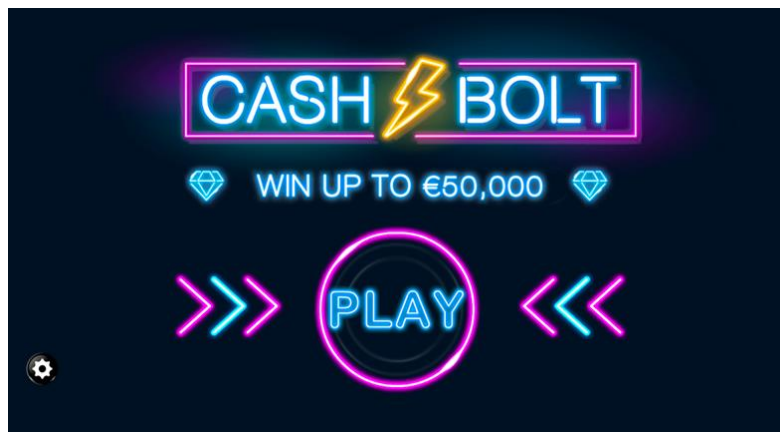


INTERACTIVE INSTANT WIN GAME SPECIFIC RULES

Issue 1, 2023

“Cash Bolt”

INTERACTIVE INSTANT WIN GAME



The Regulator has granted a licence to Premier Lotteries Ireland Designated Activity Company authorising it to hold the National Lottery on the Minister’s behalf, in accordance with the National Lottery Act 2013.

At Dublin, this 22nd day of May, 2023.

PURSUANT to the National Lottery Act 2013.

The Company with the approval of the Regulator, hereby makes the following game specific rules



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The National Lottery

Rules for Interactive Instant Win Game “Cash Bolt”

A. GENERAL

- 1) These are the Interactive Instant Win Game Specific Rules for the Game called Cash Bolt (hereinafter known as the “Specific Rules”) which will be operated by the National Lottery.
- 2) The General Rules for Account Management and Interactive Instant Win Games contain the general rules which apply to all Interactive Instant Win Games. For further information, please click [here](#). Additionally, both sets of rules can be obtained from Lottery Headquarters.
- 3) When you play Cash Bolt, these Specific Rules, the General Rules for Account Management and Interactive Instant Win Games, the Account Terms and the Data Privacy Statement apply. If there is any conflict or inconsistency between these Specific Rules and the General Rules for Account Management and Interactive Instant Win Games, these Specific Rules will prevail (unless the Company states otherwise).
- 4) The Game will commence on the date it is made available on the Interactive Channels and will remain available until such time as it is removed from the Interactive Channels. The Company reserves the right to recommence the Game at any time and for such duration as the Company decides at its sole discretion.
- 5) These Specific Rules have been approved by the Regulator in accordance with Section 45 of the Act.
- 6) For further information on the code of practice governing relations between participants in National Lottery games and the Company, the operator of the National Lottery please click [here](#). Additionally, this can be obtained from Lottery Headquarters or, on request, can be sent by post to any participant.
- 7) For further information on the code of practice governing the sale of National Lottery Tickets please click [here](#). Additionally, this can be obtained from Lottery Headquarters or, on request, can be sent by post to any participant.
- 8) Where the context so requires, in these Specific Rules, the neutral gender shall include the feminine or masculine gender and vice versa, the feminine gender shall include the masculine gender and vice-versa and the singular shall include the plural and vice-versa.
- 9) Capitalised words and expressions defined in the General Rules for Account Management and Interactive Instant Win Games or the Account Terms but not herein shall have the same meanings as those set out in the General Rules for Account Management and Interactive Instant Win Games or the Account Terms when used herein.

B. COST OF PLAY

- 1) The price of a “Cash Bolt” play will be €5.

C. HOW TO PLAY “CASH BOLT”

- 1) The Player chooses the “Cash Bolt” Game by clicking on the “Play” link on the Game Play Window. The opening screen below is then displayed.



- 2) The Player clicks “Play” to continue. The Player is presented with a screen which shows a 6 x 9 play grid with numbers 1 to 6 on the horizontal axis and letters A to I on the vertical axis, a ‘SPIN’ button with a ‘SPIN’ counter and a prize table containing 6 prize amounts and an ‘INSTANT PRIZES’ prize area.
- 3) The Player is awarded eight spins at the start of the Game. The Player clicks the ‘SPIN’ button to spin the two coordinate panels, each will determine a horizontal and vertical coordinate with the two coordinate panels displaying ‘A 1’ before the commencement of play.
- 4) The aim of the Game is to fill a row in the prize table to win the corresponding Prize amount and/or collect an ‘Instant Prize’ icon(s) to win the Prize amount(s) highlighted.



- 5) When play commences lights are activated and travel to the coordinates on the play grid indicated below the 'SPIN' button. The icon on the play grid indicated by the lights and coordinates is then collected along with any connecting icons of the same colour and design (excluding diagonally). For every coloured icon collected, one position within the same design/coloured prize row in the prize table will be highlighted.
- 6) If a Player collects an 'EXTRA SPIN' icon of any colour, the Player will be awarded with an extra spin and one position of the same colour in the prize table will also be highlighted. The 'SPINS LEFT' indicator will also increment by one spin.
- 7) If a Player's coordinates land on a 'Cash Bolt' the Player will collect all eight surrounding icons, regardless of colour. These icons will highlight in the prize table.
- 8) If a Player collects an 'Instant Prize' icon the Player will win that Prize amount. 'Instant Prize' icons are available in the following prize amounts: €5, €10, €20, €50, €100.
- 9) A Player can win up to four prizes on a single 'Cash Bolt' Play in which case the Player will be entitled to the sum of all prizes won.
- 10) Once the Player has played, a message indicating the result will appear:



Please see above an example of an end winning play

- 11) The Player is required to acknowledge this message by clicking the "FINISH" button.
- 12) The Game then ends, and the Player is presented with a screen confirming the outcome.

D. HOW TO CLAIM PRIZES

- 1) For information on how to claim a Prize please click [here](#).

**E. PRIZE AMOUNTS, NUMBER OF PRIZES AND ODDS OF WINNING
VARIOUS PRIZES**

- 1) The prize table that is set out below provides details on the Prizes that are available to win in Cash Bolt and the odds of winning same.
- 2) The determination of whether or not a Player has won a Prize (and the level of any such Prize) is randomly determined by the Central Gaming System at the point of purchase of the Play.
- 3) Game sounds, animation and Player interfaces are solely for entertainment purposes and do not impact on the outcome of the Game.

Prize Tier	Prize Amount	Odds of winning the Prize Tier are 1 in x	No. of Prizes available to win in each Prize Tier
1	€5 (€5 PT) or (€5 IP)	5.05	396,039
2	€10 (€10 PT) or (€10 IP) or (€5 PT + 5 IP)	10.16	196,947
3	€20 (€20 PT) or (€20 IP) or (€10 PT + €5 PT + €5 IP) or (€10 PT + €10 IP) or (€10 IP + €5 PT + €5 IP)	20.00	100,000
4	€30 (€20 PT + €10 PT) or (€20 PT + €5 PT + €5 IP) or (€10 PT + €10 IP + €5 PT + €5 IP)	82.00	24,390
5	€50 (€50 IP) or (€20 PT + €20 IP + €10 PT) or (€20 PT + €20 IP + €5 PT + €5 IP)	1,000.00	2,000
6	€70 (€50 IP + €20 IP)	30,303.03	66
7	€80 (€50 IP + €20 PT + €10 PT)	40,000.00	50
8	€100 (€100 PT) or (€100 IP)	25,000.00	80
9	€1,000 (€1,000 PT)	1,000,000.00	2
10	€50,000 (€50,000 PT)	2,000,000.00	1
Total number of Prizes in Game as designed no less than			719,575
Odds of winning a Prize in Game			1 in 2.78
Odds of winning a top Prize in Game			1 in 2,000,000
Prize Percentage			68.50%
Total number of Plays as designed in Game			2,000,000

KEY: PT = Prize Table, IP = Instant Prize