



## INTERACTIVE INSTANT WIN GAME SPECIFIC RULES

Issue 1, 2024

“Gem Quest”

### 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 10<sup>th</sup> day of January, 2024.

PURSUANT to the National Lottery Act 2013.

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



**This page is deliberately blank**

## The National Lottery

### Rules for Interactive Instant Win Game “Gem Quest”

#### A. GENERAL

- 1) These are the Interactive Instant Win Game Specific Rules for the Game called “Gem Quest” (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 “Gem Quest”, 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 “Gem Quest” play will be €4.

## C. HOW TO PLAY “GEM QUEST”

- 1) The Player chooses the “Gem Quest” 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:

- ‘GEMS TOWER’ (containing the relevant number of gems) and ‘GEMS LEFT’ counter (numerical display). The ‘GEMS TOWER’ is a 5 x 10 grid in which up to fifty (50) gems can be placed.
- ‘LIVES LEFT’ meter (displaying one ‘EXTRA LIFE’ icon)
- ‘SPINS LEFT’ counter (displaying 3 SPINS LEFT)
- MAIN GAME WHEEL – displaying 10 segments with the outcomes for QUEST 1
- ‘INSTANT PRIZES’ placeholders (three blank placeholders)
- ‘PRIZE TABLE’ (displaying QUESTS 1 to 10 with the fixed prize amounts for QUESTS 2 to 10)
- ‘SPIN’ button (in an active state)



- 3) The aim of the Game is to successfully complete 'QUESTS' by clearing the 'GEMS TOWER' and to win 'INSTANT PRIZES'.
- 4) The Player starts the game with one (1) 'EXTRA LIFE'. Each 'QUEST' awards 3 spins and sets a target number for the Player's 'GEMS TOWER'. The Player spins the wheel to diminish the 'GEMS TOWER' by landing on numbered segments.
- 5) The Player can win an instant prize if he collects a monetary amount from the main game WHEEL or successfully completes two or more 'QUESTS' to win the associated Prize. The more 'QUESTS' a Player completes the more the Player wins.
- 6) At the point a life is used, the Player must attempt to complete the same 'QUEST' again, with a new target score and main game WHEEL configuration. An additional life (up to a maximum of 2) is achieved every time an 'EXTRA LIFE' icon is collected from the WHEEL. If the Player lands on an 'COLLECT TWO' icon the game collects the outcome to both the left and right of the 'COLLECT TWO' icon and processes them accordingly.
- 7) A life is used/lost when all 3 spins have been used and the target score for that 'QUEST' has not been achieved (i.e. there is at least one gem remaining in the 'GEMS TOWER'). The screen will then state 'QUEST INCOMPLETE'.
- 8) The Player advances to the next 'QUEST' each time the 'GEMS TOWER' is cleared. The screen will then state 'QUEST COMPLETE'.



- 9) If a 'QUEST' is not completed, the Player will lose a life and will need to play that 'QUEST' again. The more 'QUESTS' the Player completes the more the Player wins. The Game can be played across a maximum of 10 'QUESTS'.
- 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 “Gem Quest” 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.

<b>Prize Tier</b>	<b>Prize Amount</b>	<b>Odds of winning the Prize Tier are 1 in x</b>	<b>No. of Prizes available to win in each Prize Tier</b>
1	€4 (€4 (PT))	11.51	86,880
2	€4 (€4 (IP))	12.00	83,333
3	€6 (€6 (PT))	70.00	14,285
4	€6 (€6 (IP))	36.20	27,624
5	€8 (€8 (PT))	90.00	11,111
6	€8 (€8 (IP))	90.00	11,111
7	€8 (€4 (PT) + €4 (IP))	40.00	25,000
8	€10 (€10 (PT))	125.00	8,000
9	€10 (€10 (IP))	125.00	8,000
10	€10 (€4 (PT) + €6 (IP))	83.33	12,000
11	€10 (€6 (PT) + €4 (IP))	83.33	12,000
12	€12 (€6 (PT) + €6 (IP))	100.00	10,000
13	€12 (€8 (PT) + €4 (IP))	100.00	10,000
14	€16 (€6 (PT) + €10 (IP))	200.00	5,000

15	€16 (€8 (PT) + €8 (IP))	200.00	5,000
16	€16 (€10 (PT) + €6 (IP))	200.00	5,000
17	€20 (€20 (PT))	300.03	3,333
18	€20 (€8 (PT) + €12 (IP))	300.03	3,333
19	€20 (€10 (PT) + €10 (IP))	300.03	3,333
20	€30 (€10 (PT) + €20 (IP))	800.00	1,250
21	€30 (€20 (PT) + €10 (IP))	800.00	1,250
22	€50 (€50 (PT))	4,000.00	250
23	€50 (€20 (PT) + €30 (IP))	4,000.00	250
24	€100 (€100 (PT))	10,000.00	100
25	€100 (€50 (PT) + €50 (IP))	10,000.00	100
26	€200 (€200 (PT))	5,000.00	200
27	€1,000 (€1,000 (PT))	5,000.00	200
Total number of Prizes in Game as designed no less than			347,943
Odds of winning a Prize in Game			1 in 2.87
Odds of winning a top Prize in Game			1 in 5,000
Prize Percentage			68.75%
Total number of Plays as designed in Game			1,000,000

**KEY: PT = Prize Table, IP = Instant Prize (Total)**