



Game Rules for Instant Game 232

“Winning Streak”

(Including TV Game Show)



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The National Lottery

Game Rules for Instant Game No. 232 “Winning Streak”

The following sets forth the Game Rules for an instant lottery game (hereinafter known as Winning Streak) which is to be operated by Premier Lotteries Ireland Designated Activity Company (hereinafter known as "the Company") as part of The National Lottery.

The game will commence on a date to be announced, and will continue until the 28th March 2020 being the termination date.

These Game Rules have been approved by the Regulator in accordance with Section 45 of The National Lottery Act 2013.

1. General

These Game Rules are governed by The National Lottery Act 2013 and the General Rules for National Lottery Games.

The Company reserves the right to vary these Game Rules subject to the consent of the Regulator.

The procedures for the holding of draws and games will be as set down by the Company.

All draws and games will be conducted at times and places and pursuant to methods determined by the Company.

All draws and games may be attended by members of the public, subject to invitation or written request. The Company reserves the right to limit the number of attendants at any draw or game.

The Company reserves the right to vary the format of the Winning Streak TV Game Show, including the number of eligible entrants to be drawn and the value and number of prizes subject to the approval of the Regulator.

The official address to which correspondence must be sent is:

The National Lottery

Abbey Street Lower

DUBLIN 1

The official address to which Winning Streak TV Game Show draw-entries must be sent is:

TV GAME SHOW/GRAND PRIZE GAME

3 STAR ENTRY

The National Lottery

PO Box 3000

DUBLIN 1

The official address to which stub draw-entries must be sent is:

Stub Draw Entry

TV Game Show

The National Lottery

PO Box 1000

Dublin 1

A code of practice governing relations between participants in National Lottery games and the National Lottery is available to download from the National Lottery's website www.lottery.ie.

Where the context so requires, in these Game Rules, the neuter 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.

2. Definitions

The term Winning Streak may be abbreviated to the form 'WS' as required in these Game Rules. The following words and terms will have the following meanings unless the context clearly indicates otherwise:

Act means the National Lottery Act 2013.


Bar-code means the machine-readable arrangement of numbers and parallel lines of different widths printed on the back of each Ticket which can be electronically scanned.

Book means a batch of 80 fan folded Tickets bearing a common Book Number.

Chief Executive means the person appointed by the Company for the time being to be its Chief Executive or any other person to whom the Chief Executive's authority is lawfully delegated.

Data Matrix Bar-code means the machine-readable arrangement of numbers and black and white cells printed on the front of the Ticket under the scratch-off covering which can be electronically scanned for the purposes of validation.

Draw Entry means:

- a) Entitlement to enter a Winning Streak Preliminary Draw when three  symbols appear in the play area on a single Ticket collected from Instant Game 232 Winning Streak or Instant Game 207 (subject to game end announcements).
- b) Entry into one of the Winning Streak Final Draws. Entitlement to enter a Winning Streak Final Draw is confined to the owner of a ticket drawn in the corresponding Winning Streak Preliminary Draw.

- c) Entry into one of the Ticket Stub Preliminary Draws. Entitlement to enter a Ticket Stub Preliminary Draw is confined to the owner of a Ticket Stub from Instant Game 232 Winning Streak or Instant Game 207 (subject to game end announcements).
- d) The Ticket Stub to be received at the National Lottery enclosed in a designated entry envelope.
- e) Entry into one of the Ticket Stub Final Draws with a chance to win a holiday voucher to the value of €5,000 for a luxury cruise for two people or the cash equivalent. Entitlement to enter a Ticket Stub Final Draw is confined to the owner of an entry drawn in the corresponding Ticket Stub Preliminary Draw. Premier Lotteries Ireland DAC will not provide or book holidays for the owners of winning entries drawn at a Winning Streak Ticket Stub Final Draw.

See Winning Streak TV Game Show and www.lottery.ie for closing date for draw entries.

Game/Book/Ticket Number means the 12-character numeric code printed to show vertically on the bottom portion of each Ticket and on the back of each Ticket. The Ticket Stub will contain a 9-digit number which is comprised of the 6-digit book number and the 3-digit Ticket number.

Instant Prize means the prize that is won when either three identical cash amounts or three stars appear in the Play Area on a single Ticket.

Play Area means the large latex-covered panel positioned on the front of the Ticket.

Play Symbols mean the cash amounts or stars which appear in the Play Area, along with their matching captions. These cash amounts, stars and captions will be derived from the following set:



Regulator means the person appointed as Regulator of the National Lottery under Section 7 of the Act or the Minister acting under Section 8 of the Act.

Retail Sales Agent means a person(s), corporate body or partnership appointed by the Company to be a National Lottery sales agent at specified locations under Section 42 of the Act.

Ticket means a National Lottery 'WS' Ticket.

Ticket Stub means the detachable portion of the Ticket.

Ticket Stub Preliminary Draw means the draw to determine the entrants into the Ticket Stub Final Draw.

Ticket Stub Final Draw means the draw to determine the winner(s) of the prize of a holiday voucher to the value of €5,000 for a luxury cruise

for two people or the cash equivalent. Ticket Stub Final Draws will commence on 28th September, 2019 (or other date to be decided and announced by the Company).

The Company means Premier Lotteries Ireland Designated Activity Company.

The Minister means the minister for Public Expenditure and Reform or his successor in title.

Validation/Security Number means the multi-digit numeric code which appears underneath the removable covering on the front of the Ticket and enables validation.

Winning Streak Final Draw means a draw to determine those who will be invited to participate in a 'WS' TV Game Show, or other game as may be determined by the Company.

Winning Streak Final Draws will commence on 19th September, 2019 (or other dates to be announced by the Company).

Winning Streak Preliminary Draw means a draw to determine the entrants into a Winning Streak Final Draw.

Winning Streak TV Game Show or TV Game Show means a game (or variety of games) of chance, conducted in association with RTE, in which participants may win various cash amounts and bonus prizes.

3. Governing Law and Rules

In purchasing a Ticket, the Purchaser agrees to abide by the Law of Ireland, the Act, The General Rules for National Lottery Games, and these Game Rules.

4. Ticket Price

The price of a 'WS' Ticket will be €3.00.

5. Purchase and Prize Restrictions

No Ticket shall be purchased by, and no Instant Prize shall be paid to, any officer or employee of the Company or any contractor or sub-contractor involved in the production of 'WS' Tickets or any other person prohibited by The National Lottery Act 2013 from purchasing, owning, or claiming on a Ticket.










6. Prosecution

Any person who alters or attempts to alter a Ticket with a view to obtaining a prize, or any person who purchases, owns, or claims on a Ticket and is not entitled to do so, is liable to criminal prosecution.

7. Retail Sales Agent Conduct

1. Retail Sales Agents are prohibited from exchanging Books with other Retail Sales Agents.
2. Prior to payment of any Instant Prize, Retail Sales Agents must verify the win through the central validation system.
3. Retail Sales Agents must denote completed payment of a winning Ticket by punching a hole through the Bar-code on the Ticket and retaining the Ticket until the Book has been sold.
4. Retail Sales Agents are prohibited by law from selling National Lottery Tickets to persons under 18 years of age.

8. Determination of Instant Prize Winners

1. The owner of a Ticket containing three  amounts in the Play Area on a single Ticket shall be entitled to an Instant Prize of €5,000.
2. The owner of a Ticket containing three  amounts in the Play Area on a single Ticket shall be entitled to an Instant Prize of €500.
3. The owner of a Ticket containing three  amounts in the Play Area on a single Ticket shall be entitled to an Instant Prize of €100.
4. The owner of a Ticket containing three  amounts in the Play Area on a single Ticket shall be entitled to an Instant Prize of €50.
5. The owner of a Ticket containing three  amounts in the Play Area on a single Ticket shall be entitled to an Instant Prize of €20.
6. The owner of a Ticket containing three  amounts in the Play Area on a single Ticket shall be entitled to an Instant Prize of €10.
7. The owner of a Ticket containing three  amounts in the Play Area on a single Ticket shall be entitled to an Instant Prize of €5.
8. The owner of a Ticket containing three  amounts in the Play Area on a single Ticket shall be entitled to an Instant Prize of €3.
9. The owner of a Ticket containing three  symbols in the Play Area on a single Ticket shall be entitled to enter into any Winning Streak Preliminary Draw to determine the entrants into a Winning Streak Final Draw leading to a Winning Streak TV Game Show or other Game as may be determined by the Company.
10. The owner of a Ticket Stub shall be entitled to enter any Ticket Stub Preliminary Draw to determine entrants into a Ticket Stub Final Draw.

11. In any event, only the highest value prize shall be awarded on a winning Ticket, provided that the Ticket otherwise meets the criteria established in the section relating to Ticket validation.

9. Ticket Validation

To be a valid Winning Streak National Lottery Ticket the following conditions must be met:

1. Exactly eight Play Symbols must appear in the Play Area.
2. Cash and star Play Symbols must be spelt out in captions underneath, and each of these symbols must agree with its caption.
3. Each of the eight Play Symbols and its caption in the Play Area must be printed in its entirety, must be fully legible and must be printed in grey/black ink.
4. The Ticket Stub must be printed in its entirety, must be fully legible and must be printed in grey/black ink.
5. The Validation/Security Number must be present in its entirety, must be fully legible, must be printed in grey/black ink and must correspond, using the Company's codes, to the apparent Play Symbols on the Ticket.
6. The Ticket must be fully intact and shall be deemed to be intact even if the Ticket Stub has been detached.
7. The Game/Book/Ticket Number must be present in its entirety, must be fully legible, and must be printed in grey/black ink.
8. The Bar-code must be present in its entirety, must be readable and must be printed in grey/black ink.
9. The Data Matrix Bar-code must be present in its entirety, must be readable and must be printed in grey/black ink.
10. The Ticket must not be counterfeit in whole or in part.
11. The Ticket must not be mutilated, altered, unreadable, or tampered with in any manner.
12. The Ticket must have been issued by the Company in an authorised manner.
13. The Ticket must have been purchased through an authorised Retail Sales Agent before the official close of Game.
14. The Ticket must not be stolen.
15. The Play Symbols, Game/Book/Ticket Number and Validation/Security Number must be right side up and not reversed in any manner.
16. The Ticket must be complete, not blank, or partially blank, must not have a hole punched through it, must not be miscut, must not be marked void, and must have exactly eight Play Symbols and exactly

- eight correct captions, exactly one Validation/Security Number and exactly one Game/Book/Ticket Number on both the front and the back.
17. The Ticket Stub must be complete, not blank, or partially blank, must not be miscut, must not be marked void and must have a 9-digit Book/Ticket number.
 18. The Validation/Security Number of all winning Tickets must appear on the Company's official file, and only one prize payment will be made on any individual winning Ticket.
 19. The Ticket must not be misregistered, defective, or produced in error.
 20. Each of the Play Symbols indicating stars or cash amounts appearing on the Ticket must be printed in accordance with the official font schedule for Game 232 Winning Streak as agreed between the Company and the ticket manufacturer.
 21. The captions associated with the Play Symbols must each be printed in accordance with the official font schedule for Game 232 Winning Streak as agreed between the Company and the ticket manufacturer.
 22. The Validation/Security Number must be printed in accordance with the official font schedule for Game 232 Winning Streak as agreed between the Company and the ticket manufacturer.
 23. The Game/Book/Ticket Number must be printed in accordance with the official font schedule for Game 232 Winning Streak as agreed between the Company and the ticket manufacturer.
 24. The display printing must not be irregular in any respect.
 25. The Ticket must pass all additional confidential validation tests of the Company.
 26. Any Ticket not passing all the validation tests mentioned is void and is ineligible for any prize. In all cases of doubt, the decision of the Company will be final and binding. However, the Company may, at its discretion, replace an invalid Ticket with an unplayed Ticket or Tickets. Should a defective Ticket be purchased, the only responsibility of the Company shall be the replacement of the defective Ticket with an unplayed Ticket of equivalent sales price.

10. Ticket Responsibility

1. The Company will not be responsible for lost or stolen Tickets.
2. The Company will not be responsible for Tickets redeemed in error for a lower Instant Prize at a Retail Sales Agent location. In the event that the matter cannot be resolved directly with the relevant Retail Sales Agent, then the winner can contact the Company requesting that the Company follow up with the Retail Sales Agent, as appropriate.

3. The Company shall not be obliged to pay any Instant Prizes from Game 232 Winning Streak which are not claimed on or before 10th August 2020.
4. Where a winning Ticket is presented either to the Company or its authorised Retail Sales Agent by a person other than the purchaser and the Ticket passes all the Company's validation tests, the payment of the Instant Prize shall discharge the Company from any liability to the purchaser. In all other cases, the Company will be discharged from any liability after payment of Instant Prizes.

11. Payment of Prizes

1. Instant Prizes of €3, €5, €10, €20, €50 and €100, may be redeemed:
 - a) in exchange for a completed winning Ticket and following Ticket validation procedure at:
 - any Retail Sales Agent; and
 - all prize claim centre agents; and
 - National Lottery Headquarters; or
 - b) by posting the signed Ticket complete with name and address, to the Company's headquarters at the claimant's sole risk.
2. Instant Prizes of €500 may be redeemed:
 - a) in exchange for a completed winning Ticket and following Ticket validation procedure at:
 - a Retail Sales Agent, with the Retail Sales Agent's consent; and
 - all prize claim centre agents; and
 - National Lottery headquarters; or
 - b) by posting the signed Ticket complete with name and address, to the Company's Headquarters at the claimant's sole risk along with a copy of suitable Photo ID (e.g. current passport, current driving licence etc.) must be included.
3. Instant Prizes of €5,000 may be redeemed:
 - a) in exchange for a completed winning Ticket and following Ticket validation procedure at all prize claim centre agents; or
 - b) by posting the Ticket, together with a completed claim form and a copy of suitable Photo ID (e.g. current passport, current driving licence etc.), to the Company's headquarters at the claimant's sole risk.
 - c) in exchange for a completed winning Ticket and following Ticket validation procedure at National Lottery Headquarters.
4. A list of the prize claim centre agents is available at www.lottery.ie.
5. Instant Prizes must be claimed within 90 days of the announced end of the game.

6. Cash prizes won in a 'WS' TV Game Show, or other Game, will be paid on the night of the 'WS' TV Game Show or other Game at the discretion of the Company. Non cash prizes awarded in trust on a Winning Streak TV Game Show, or other game, will be converted to their cash value and paid by cheque.
7. The cash equivalent of non-cash prizes awarded on the Winning Streak TV Game show may be paid at the discretion of the Company.
8. Cash prizes won in a 'WS' TV Game Show will only be paid when they correspond with the prize amounts recorded on the 'WS' TV Game Show control sheet for each Player and this confirmed by the Head of Finance or his designee and the independent observer.
9. The Company will be discharged from any liability after payment or posting of Instant Prizes.
10. For Instant Prizes which may only be claimed from prize claim centre agents or from the Company's headquarters the Instant Prize must be claimed by 5.30pm on the 90th day after the announced end of the game. After the expiration of 90 days from the announced end of the game, unclaimed Instant Prizes will be forfeited. In the event that the 90th day falls on a Saturday, Sunday or public holiday, the time limit shall expire at 5.30 pm on the next working day. The unclaimed prize money shall be allocated to a special reserve fund to be utilised by the Company in accordance with the National Lottery Licence.
11. The official game end date for Game 232 Winning Streak is 28th March 2020, with a postponement of the Winning Streak TV Game Show scheduled for the 21st March to a future date to be determined by the National Lottery. In addition there will be a 'catch all' Winning Streak TV Game Show at a future date to be determined by the National Lottery. The 'catch all' Winning Streak TV Game Show will be scheduled when safe to do so.
12. The last date for the claiming of any Instant Prize in Game 232 Winning Streak is 10 August 2020.

12. Instant Prizes

1. The total number of Instant Prize winning Tickets in the Game as designed shall be no less than 2,843,135.
2. The total number of Instant Prizes of money in the Game as designed, shall be no less than 1,280,635.
3. The total value of all Instant Prizes of money that are available to win in the game represents 40.39% of the value of all Tickets in the game.
4. The odds of winning an Instant Prize are 1 in 1.76 on average.
5. The odds of winning a money prize are 1 in 3.90 on average.

At time of purchase some prizes may have already been won.

Prize Amounts, Number of Prizes and Odds

Prize Amount	Approximate Odds 1 in	No. of Winners in Game	No. of Tickets in Game 5,000,000
€3	7.31	684,375	
€5	10.96	456,250	
€10	41.03	121,875	
€20	333.33	15,000	
€50	1,724.14	2,900	
€100	25,000.00	200	
€500	166,666.67	30	
€5,000	1,000,000.00	5	
3-STARS	3.20	1,562,500	

The figures above are based on a complete sale of all Tickets in the game.

13. Winning Streak Preliminary Draws

1. Each Winning Streak Preliminary Draw will be conducted in accordance with procedures set down by the Company.
2. The format, intervals and location of Winning Streak Preliminary Draws may vary from time to time, as decided by the Company, and may be publicly announced.
3. A Ticket eligible for inclusion in a Winning Streak Preliminary Draw will be a Ticket that conforms to the following criteria:
 - a) The Ticket is from Instant Game 232 Winning Streak or from Instant Game 207 Winning Streak (subject to game end announcements) and;
 - b) The Ticket has been individually sealed in a designated correctly stamped envelope, posted to arrive at The National Lottery Draw Entry address no later than 10.00 am on the day of the draw, or:
 - c) The Ticket has been individually sealed in a designated envelope and the envelope inserted along with another sealed designated envelope or envelopes containing individual Tickets in one outer correctly stamped and sealed cover to arrive at The National Lottery Draw Entry address no later than 10.00 am on the day of the draw, or:
 - d) The Ticket has been enveloped and sealed as in (a) or (b) and is hand-delivered to The National Lottery Headquarters no later than 10.00 am on the day of the draw.
4. A Ticket arriving by any means or under any conditions other than above, may be rejected for inclusion in a draw, in which case there will be no referral or correspondence.
5. In the event that a Ticket arrives correctly enveloped and sealed, but too late for inclusion in a particular Winning Streak Preliminary Draw, it will be securely held for inclusion in the next Winning Streak Preliminary Draw where applicable.
6. All entries will be thoroughly and randomly mixed in an appropriate container prior to any draw.
7. All draw procedures will be conducted under security conditions.
8. Each week for the duration of the 'WS' TV Game Show (subject to TV Game Show broadcast schedule) one hundred (100) 3-star entries will be randomly drawn in the presence of the Draw Manager and the independent observer.
9. Each drawn envelope will be opened in the presence of at least two Company officials and an appointed independent observer, and the Game/Book/Ticket Number immediately logged. Should an envelope

contain more than one Ticket, one Ticket only will be drawn and logged and that Ticket will qualify as being drawn.

10. Each drawn Ticket will be allocated, in order drawn, a reference number from 001 –100. Following validation the name and address details of the Ticket owner will be entered into a Preliminary Draw database with the exception of the first Preliminary Draw. The drawn and validated Tickets will be placed in a special container and the container held under secure conditions.
11. To be eligible for inclusion in any Winning Streak Final Draw a Ticket drawn in a Winning Streak Preliminary Draw must conform to the following criteria:
 - a) The Ticket is a genuine National Lottery Ticket which has been purchased through an authorised Retail Sales Agent and
 - b) The Ticket bears the correct symbol or symbols denoting draw-entry eligibility or satisfies whatever other draw-entry eligibility criteria that may be decided from time to time by the Company and
 - c) The Ticket passes all the validation tests of the Company and
 - d) The Ticket has been legibly completed with the owner's name, address and signature.
12. In the event that a drawn Ticket fails any of the above criteria, it will be rejected for inclusion in any further draw or game, and another Ticket will be drawn in its place.
13. Entries received before 10.00 hrs on 19th September, 2019 (or other date to be decided and announced by the Company) will be eligible for the first draw of the Winning Streak TV Game Show (Game 232) series.
14. Entries received after 10.00 hrs on the day of the Preliminary Draw for any given week will be entered into the next Preliminary Draw for the TV Game Show, if applicable.
15. See www.lottery.ie and the Winning Streak TV Game Show for the closing date for receipt of entries for the Instant Game 232 “Winning Streak”, “WS” TV Game Show series Preliminary Draw.

14. Winning Streak TV Game Show Final Draws

1. Each Final Draw will be conducted in accordance with the procedures set down by the Company.
2. The format, intervals and location of Final Draws may vary from time to time, as decided by the Company, and will be publicly announced.
3. Tickets included in a Final Draw will be Tickets drawn in a Preliminary Draw and deemed eligible.
4. For the duration of the 'WS' TV Game Show series, following a mixing process, five (5) 3-star entries will be drawn from the one hundred (100) 3-star entries drawn in the Winning Streak Preliminary Draw. Each drawn envelope will be opened in the presence of at least two Company officials and an appointed independent observer.
5. Each Winning Streak Final Draw prize will consist of an invitation to the Ticket owner of the drawn Ticket, as defined in the General Rules for National Lottery Games, to attend at and participate in, the 'WS' TV Game Show, or other game as may be determined by the Company from time to time.
6. In the event that an invitee or invitees may be unwilling to participate in a 'WS' TV Game Show or to appoint, where the General Rules and/or Game Rules allow, or have appointed by the Company, a proxy to participate on their behalf, or are found to be precluded from ownership of a Ticket under The National Lottery Act 2013, or cannot be contacted by the Company, the Invitee shall be declared ineligible, and the Ticket void. In any such event a substitute ticket will be drawn from the un-drawn entries in the Winning Streak Final Draw from which the ineligible entry was drawn.
7. 'WS' TV Game Show invitees will be contacted in accordance with Company procedures, and advised, in writing, of the date, time and venue of the relevant 'WS' TV Game Show.
8. See www.lottery.ie and the Winning Streak TV Game Show for the date of the final 'WS' TV Game Show in the current series (Game 232).
9. In the event of the cancellation of a 'WS' TV Game Show, the Company shall be discharged from any liability by allowing each of the affected participants to participate in a 'WS' TV Game Show or other game as may be determined by the Company at the earliest opportunity.
10. At the end of a Winning Streak Final Draw all un-drawn Tickets will be sealed in a special container and held under secure conditions until the end of the associated 'WS' TV Game Show and then securely transported for destruction under supervision.

15. Winning Streak Ticket Stub Preliminary Draw

1. Each Ticket Stub Preliminary Draw will be conducted in accordance with procedures set down by the Company.
2. The dates of the draws will be as determined by the Company.
3. The time and location of the draws will be as decided by the Company.
4. See www.lottery.ie and the Winning Streak TV Game Show for the closing date for receipt of entries for the Winning Streak Ticket (Game 232) Ticket Stub Preliminary Draw.
5. The draws will be confined to Players who, during the course of the game, have:
 - a) a Ticket Stub from Instant Game 232 Winning Streak or from Instant Game 207 Winning Streak (subject to game end announcements) and
 - b) inserted the stub(s) in a designated entry envelope and
 - c) legibly written their name and address and provided their signature in the appropriate place under the flap of the designated envelope and
 - d) sealed the envelope and
 - e) either posted the envelope, correctly stamped, or hand-delivered the envelope, to arrive, in either case, at the National Lottery Headquarters no later than 10.00 am on the day of the Draw.
 - f) in the event that an entry arrives correctly enveloped and sealed but too late for inclusion in a particular Ticket Stub Preliminary Draw, it will be securely held for inclusion in a subsequent Ticket Stub Preliminary Draw where applicable.
6. An envelope arriving by any other means or under any conditions other than above may be rejected for inclusion in the draw without referral or correspondence.
7. All envelopes will be thoroughly and randomly mixed prior to the draw.
8. All draw procedures will be conducted under security conditions.
9. The Ticket Stub Preliminary Draw will consist of the drawing of a designated number of envelopes by an official of the Company, or Company appointee or appointees, in the presence of two other officials of the Company and an appointed independent observer.
10. Each of the drawn envelopes will be opened in the presence of at least two Company officials and an appointed independent observer.
11. Each drawn envelope must conform to the following criteria:
 - a) It must contain a Ticket Stub from Instant Game 232 Winning Streak or from Instant Game 207 Winning Streak (subject to game end announcements) and

- b) The name and address of the owner must be clearly written under the envelope flap.
 - c) The entry envelope must be signed by the owner.
12. In the event that a drawn envelope fails any of the above criteria it will be rejected for inclusion in any further draw and another envelope will be drawn in its place.
 13. Each drawn and validated entry will be placed in a special envelope, the envelope sealed and held under security conditions until immediately prior to the applicable Ticket Stub Final Draw.
 14. Entries received before 10.00 hrs on 26th September, 2019 (or other date to be decided and announced by the Company) will be eligible for the first Winning Streak Ticket Stub Preliminary Draw of the Winning Streak TV Game Show (Game 232 series).
 15. See www.lottery.ie and the Winning Streak TV Game Show for the closing date for receipt of entries for the Instant Game 232 “Winning Streak Ticket Stub Preliminary Draw”.

At the end of a Ticket Stub Preliminary Draw, all un-drawn entries will be securely transported for destruction under supervision.

16. Winning Streak Ticket Stub Final Draws

1. Following each of the Winning Streak Ticket Stub Preliminary Draws, following a mixing process, one eligible entry will be drawn from the twenty (20) Ticket Stub entries drawn in the Winning Streak Ticket Stub Preliminary Draw.
2. In the event that more than one entry is to be drawn at a Winning Streak Ticket Stub Final Draw the eligible entries will be drawn from a selection of tickets drawn at the Winning Streak Ticket Stub Preliminary Draw in the proportion 1:20 i.e. one winning entry from twenty eligible entries. Therefore if two winning entries are required they will be drawn from forty eligible entries, if three winning entries are required they will be drawn from sixty eligible entries and so on.
3. The format, and location of the Ticket Stub Final Draw may vary, as decided by the Company, and will be publicly announced.
4. Entries included in a Ticket Stub Final Draw will be the entries drawn in a Ticket Stub Preliminary Draw and deemed valid.
5. A Ticket Stub Final Draw format will be the transfer of all envelopes to a draw-receptacle, the Ticket Stub Player Drum, and the subsequent random drawing of one winning envelope from the Ticket Stub Player Drum by the Presenter or company appointee.
6. All Ticket Stub Final Draws will be conducted in the presence of at least two Company officials and an appointed independent observer.
7. One envelope will be drawn and the name and address of the attached/enclosed entry owner will be publicly announced by the Presenter of the 'WS' TV Game Show.
8. See www.lottery.ie and the Winning Streak TV Game Show for the closing date for receipt of entries for the Instant Game 232 "Winning Streak Ticket Stub Final Draw".
9. At the end of a Ticket Stub Final Draw all un-drawn entries will be sealed in a special container and held under security conditions until securely transported for destruction under supervision.

17. Winning Streak TV Game Show

1. Each 'WS' TV Game Show will be conducted in accordance with procedures set down by the Company.
2. The format, intervals and locations of 'WS' TV Game Shows may vary from time to time, as decided by the Company, and will be publicly announced. The first TV Game Show of the Winning Streak 232 TV Game Show 2019/2020 series will be recorded and broadcast on Saturday 28th September 2019, and every Saturday thereafter until 21st of March, with the exception of the following dates; 26th October 2019, 14th December 2019, 21st December 2019, 28th December 2019, 4th January 2020, 1st February 2020, 8th February 2020 and 14th March. The Winning Streak TV Game Show scheduled for 21st March 2020, will be postponed. In addition, to this postponement there will be an additional 'catch all' Winning Streak TV Game Show on a date to be determined by the National Lottery, which date will be mindful of the necessary public health considerations. These two (2) Winning Streak TV Game Shows may be televised subject to agreement with RTE. The Winning Streak 232 TV Game Show 2019/2020 series will cease to run for the remainder of the year, save for the postponed show and the final 'catch all' Winning Streak TV Game Show which will be scheduled when safe to do so.
3. Each 'WS' TV Game Show will be conducted in the presence of at least two Company officials and an appointed independent observer.
4. Participants in a 'WS' TV Game Show will be the Ticket owners drawn in a Final Draw, who have been invited to, and have agreed to participate in, a 'WS' TV Game Show, or, in exceptional circumstances, their proxies. In the event that more than one name appears on the rear of a Ticket, one of those persons whose name appears thereon must be designated by mutual consent of the Ticket owners to participate in the 'WS' TV Game Show. This may be done by indicating the name of the person designated to participate in the 'WS' TV Game Show, and to whom payment of the prize won is to be made, by an indication on a declaration form, and by the signature on the declaration form of all other persons whose names appear on the rear of the Ticket.
5. A proxy will be substituted to participate in a 'WS' TV Game Show, or part thereof, in place of and on behalf of an invitee if:
 - a) an invitee is contacted but, for a reason considered valid by the Company (e.g. illness, a bereavement etc.) is unable to attend or participate; or
 - b) an invitee cannot be contacted in time; or
 - c) an invitee fails to attend in time to participate in a 'WS' TV Game Show; or

- d) an invitee has died in the interim between submitting the winning Ticket and the date and time of the 'WS' TV Game Show; or
 - e) at the time of a 'WS' TV Game Show an invitee is deemed to be under the influence of intoxicants or drugs or is otherwise deemed unfit to participate; or
 - f) an invitee is advised not to travel (e.g. due to a severe weather warning).
6. Only the invited legitimate owner (as defined) of a Ticket, with the agreement of the Company, or the Company, has the right to appoint a proxy.
 7. An acceptable proxy may be a close relative or friend of an invitee by agreement in writing with the Company, or a person appointed by the Company.
 8. The final arbiter in the appointment of a proxy will be the Company.
 9. In the case of an invitee transpiring to be under 18 years of age, a parent or guardian will be appointed as a proxy, or, failing the availability or acceptability of either the Company will appoint one.
 10. A proxy must, prior to participating in a 'WS' TV Game Show agree, and if practicable, sign a form, to assign all rights to any prize won to the person he or she represents.
 11. No official or employee of the Company or any person precluded from owning a Ticket under the Act may act as a proxy.
 12. In the event that a participant fails, for any reason, to make a choice, or perform a task associated with the 'WS' TV Game Show, he/she forgoes that one opportunity to play, and is deemed to have won the minimum prize associated with that round.

The Company shall be the final arbiter in any misunderstanding or disputes arising during or out of a 'WS' TV Game Show.

18. Winning Streak TV Game Show Format

The order of play will be decided by a random draw before the commencement of any Winning Streak TV Game Show in the Winning Streak 232 TV Game Show 2019/2020 series. All five Players will play **Game 1 ‘Electric Dream’**. Each of the five Players, with the exception of the Player who wins **Game 1 ‘Electric Dream’** will play one of the following games: **Game 2a ‘Roll for Riches’**, or **Game 2b ‘Winfall’**, or **Game 2c ‘Play or Pay’**, or **Game 2d ‘Patience’**). Each Player will play Game 3 entitled **‘High Low Share’** and Game 4 **‘Wheel Reveal’**. One of the five Players will play Game 5 **‘The Grand Prize Wheel’**.

Cash prizes won in a ‘WS’ TV Game Show will only be paid when they correspond with the prize amounts recorded on the ‘WS’ TV Game Show control sheet for each Player and this confirmed by the Head of Finance or designee and the independent observer.

If during the course of a Winning Streak TV Game Show, one of the games fails, the National Lottery may offer a contingency game to the affected Player(s).

Each ‘WS’ TV Game Show will be played in accordance with security procedures set down by the Company.

Game 1: Electric Dream

All five Players play Game 1 ‘Electric Dream’. A car is displayed in studio and the object of the game is for one of the five Players to win the car. Each of the five Players in the order of play randomly selects one of five identical car key fobs from a receptacle. In order of play each Player presses the car “door open” button on their selected car key fob. The Player with the car key fob which deactivates the car security system and unlocks the car doors wins the prize of a car to the value of €25,000.

The Player who wins Game 1 Electric Dream will not play games 2a – 2d and will recommence participation in the Winning Streak TV Game Show at the commencement of Game 3 High Low Share.

Game 2a : Roll for Riches

The next Player in order of play plays Game 2a Roll for Riches. Roll for Riches consists of a ball dome with 7 balls, six different colours, each ball represents a prize value.

The balls are positioned by the Player in a release chute, in any order. The Player then releases the balls by pressing a button. The balls roll until they reach the bottom of the ball dome where they form a ‘daisy wheel pattern’, six of the balls rest on the outside and one ball rests in the centre. The colour of the ball in the centre of the “daisy wheel pattern” represents the prize value won by the Player.

The available Roll for Riches values are:

No. of Balls	Colour of Ball	Amount of Prize
1	Red	€10,000
1	Green	€12,000
1	Blue	€15,000
1	White	€18,000
2	Black	€20,000
1	Gold	€50,000

Game 2b: Winfall

The next Player in order of play plays Game 2b Winfall. The Player starts with a seed value of €10,000. The Player is presented with a game containing six containers. There are five cash values and one Winfall symbol randomly hidden within the six containers. The Player selects a container to open and each time the Player reveals a prize value that prize value is then added to his seed value. Once a container has been selected and opened that container is not available for further selection in the Winfall game. The Player continues to select containers and add the value revealed to his balance until he reveals the Winfall symbol at which point the game ends for that Player and he wins the accumulated value of prizes won up to that point in the Winfall game. If the Player succeeds in opening five containers without revealing the Winfall symbol, he also wins a bonus holiday to the value of €3,000.

The available values in the Winfall game are:

€1,000	€2,000	€3,000	€4,000	€5,000	WINFALL
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Game 2c: Play or Pay

The next Player in order of play plays Game 2c Play or Pay. The Player is presented with a game table containing twelve identical game containers. Hidden randomly within each of the containers is one of twelve different prize values from the following set:

€10,000	€11,000	€12,000	€13,000	€14,000	€15,000
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€16,000	€17,000	€18,000	€20,000	€25,000	CAR €30,000
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The presenter invites the Player to select two game containers. One container is designated by the Player as the 'Play' container and the other container designated as the 'Pay' container. The 'Pay' container is opened to reveal a prize amount therein. The Player must then choose to either accept the prize contained in the 'Pay' container or reject it and open the 'Play' container. If the Player chooses to accept the 'Pay' container the Player wins the cash amount/car prize contained therein and the game ends. If the Player chooses to reject the 'Pay' container, then the "Play" container is opened to reveal a prize amount contained therein and the Player wins the prize contained in their selected 'Play' container.

Game 2d: Patience

The next Player in order of play plays Game 2d Patience. The Player is presented with a game containing six doors/openings. The Player starts with a seed value of €10,000. There are four cash values (4 x €10,000) one Bonus Prize legend (1 x €3,000) and one Patience legend hidden behind six doors/openings in the Patience game. The Player selects a door/opening and each time the Player reveals a prize value (including the Bonus Prize legend) that prize value is then added to his seed value. The Player continues to select doors/openings and add the value revealed to his balance until he reveals Patience at which point the game ends for that Player and he wins the accumulated value of prizes won up to that point in the Patience game.

"Luxury Cruise for Two" Winner

During the course of a Winning Streak TV Game Show, a Ticket Stub Final Draw may be held. The owner of the eligible entry drawn will win a holiday voucher to the value of €5,000 for a luxury cruise for two people or the cash equivalent.

Game 3: High Low Share

All five Players will play the High Low Share game in order to generate a prize fund which will be shared equally amongst the five Players. Players will play the High Low Share game in their order drawn at the commencement of the TV Game Show.

The prize fund will be seeded with €10,000 at the commencement of the game.

Before the commencement of the High Low Share game 20 covers will be randomly placed on the High Low Share table. Each cover will contain a

number ranging from 1 to 21 inclusive (not including number 11). Number 11 will be displayed and will be clearly visible to the Players at the commencement of the game. Once a number has been selected and revealed by a Player it is no longer available for selection in the High Low Share game.

Pick 1

Player 1 will select a cover on the High Low Share table. Player 1 will then guess whether the number concealed within the selected cover is higher or lower than the number 11. The selected cover is opened to reveal a number. If Player 1 guesses correctly €5,000 is added to the group prize fund which will increase to €15,000. If Player 1 guesses incorrectly nothing is added to the group prize fund, which remains at €10,000, and the next Player in turn plays Pick 2.

For each correct guess in the following rounds the amount added to the prize fund increases incrementally as follows:

- First correct guess group prize fund increases to €15,000
- Second correct guess group fund increases to €25,000
- Third correct guess group fund increases to €40,000
- Fourth correct guess group fund increases to €60,000
- Fifth correct guess group fund increases to €100,000

Pick 2

At the commencement of Pick 2, the number 11 is replaced with the number revealed in Pick 1, this number becomes the current reference number and this number is visible to all Players.

Player 2 will select a cover on the High Low Share table. Player 2 will then guess whether the number concealed within the selected cover is higher or lower than the current reference number. The selected cover is opened to reveal a number. If Player 2 guesses correctly the next incremental prize amount is added to the group prize fund. If Player 2 guesses incorrectly nothing is added to the group prize fund (which remains at the level reached at the end of Pick 1) and the next Player in turn plays Pick 3.

Pick 3

At the commencement of Pick 3, the number revealed in Pick 2 becomes the current reference number and this number is visible to all Players.

Player 3 will select a cover on the High Low Share table. Player 3 will then guess whether the number concealed within the selected cover is higher or lower than the current reference number. The selected cover is opened to reveal a number. If Player 3 guesses correctly the next incremental prize amount is added to the group prize fund. If Player 3

guesses incorrectly nothing is added to the group prize fund (which remains at the level reached at the end of Pick 2) and the next Player in turn plays Pick 4.

Pick 4

At the commencement of Pick 4, the number revealed in Pick 3 becomes the current reference number and this number is visible to all Players.

Player 4 will select a cover on the High Low Share table. Player 4 will then guess whether the number concealed within the selected cover is higher or lower than the current reference number. The selected cover is opened to reveal a number. If Player 4 guesses correctly the next incremental prize amount is added to the group prize fund. If Player 4 guesses incorrectly nothing is added to the group prize fund (which remains at the level reached at the end of Pick 3) and the next Player in turn plays Pick 5.

Pick 5

At the commencement of Pick 5, the number revealed in Pick 4 becomes the current reference number and this number is visible to all Players.

Player 5 will select a cover on the High Low Share table. Player 5 will then guess whether the number concealed within the selected cover is higher or lower than the current reference number. The selected cover is opened to reveal a number. If Player 5 guesses correctly the next incremental prize amount is added to the group prize fund. If Player 5 guesses incorrectly nothing is added to the group prize fund (which remains at the level reached at the end of Pick 4) and the total prize fund accumulated is shared equally between all five Players.

All Player activity and selections in the High Low Share game will be recorded and verified on the Winning Streak Control Sheet.

Next Week's Players

During the course of a Winning Streak TV Game Show, a Final Draw may be held. The owner of each Ticket drawn will be entitled to participate in the next Winning Streak TV Game Show, if applicable.

Game 4: Wheel Reveal

All 5 Players will play Game 4 'Wheel Reveal'. At the commencement of the 'Wheel Reveal Game' each Player in turn will select one tube from those available for selection on their 'Wheel Reveal Grid' and reveal the symbol therein.

The console operator will then activate a draw machine selection process to determine which of the Players will make the next selection on their 'Wheel Reveal' Grid. This function mixes twenty five numbered balls (5 numbered balls for each Player) in a fully transparent draw sphere (the

swirl machine) and following a mixing process presents a drawn ball outside the mixing sphere on a 'select' column.

The number displayed on each drawn ball corresponds with a Player. The Player whose numbered ball is drawn and presented outside the mixing sphere on the 'select' column will be invited by the Presenter to make the next selection on their 'Wheel Reveal' grid.

Each Player's 'Wheel Reveal' Grid will contain 5 tubes (numbered 1 to 5). Before the commencement of the Wheel Reveal game one of each of the following symbols:

Wheel Symbol	Wheel Symbol	Wheel Symbol	Non-Wheel Symbol	Non-Wheel Symbol
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will be randomly assigned to a tube in each Player's 'Wheel Reveal' Grid.

When a Player's numbered ball is selected from the swirl machine that Player will be invited to select a tube from those available for selection on their 'Wheel Reveal' Grid and reveal the symbol therein. Once a tube has been revealed on a Player's 'Wheel Reveal' Grid that tube is no longer available for selection in the 'Wheel Reveal Game'.

After a Player reveals a symbol on the 'Wheel Reveal' Grid the swirl machine is activated again to select the next Player to reveal a symbol on his 'Wheel Reveal' Grid.

The game continues until one Player reveals all 3 wheel symbols on his 'Wheel Reveal' Grid. The first Player to reveal all 3 wheel symbols on his 'Wheel Reveal' Grid qualifies to spin the Grand Prize Wheel.

Game 5: The Grand Prize Wheel

The Player who wins the 'Wheel Reveal Game' will be invited to spin a game-wheel containing 100 segments of various prize denominations.

For week one of the current series of the TV Game Show (Game 232) the Grand Prize Wheel will conform to the following set-up of prize segments;

No of Segments	Prize Amount €
18	€20,000
16	€22,000
16	€24,000
14	€25,000
14	€30,000
4	€35,000
4	€40,000
4	€50,000
2	€60,000
2	€75,000
4	€100,000
1	€250,000
1	€500,000

Each week whenever the €500,000, €250,000 or €100,000 prize is not won then the following week the lowest value segment on the wheel will be replaced with a €100,000 segment, for the duration of the current series of the WS TV Game Show (Game 232). When the €500,000, €250,000 or €100,000 segment is won the Grand Prize Wheel will revert to the above week one set-up for the following week's TV Game Show in the current series.

The revolution counter lights will be re-set before each spin.

The Player will perform a valid wheel spin.

A valid wheel spin will be one in which a minimum of three complete revolutions of the wheel occur before the wheel and ball come to rest, without interference.

Should a Player make an invalid wheel-spin, he/she will be required to re-spin the wheel.

The settling of the ball in a particular segment with the wheel and ball remaining static for a minimum of five seconds, and this confirmed by the Draw Manager, will determine that segment as a winning segment and the denomination of that segment as the prize won by the Player.

The prize won by the Player in the Grand Prize Wheel game will be added to his prize total.

19. Grand Prize Wheel Promotion(s)

The Company may, over the course of the Winning Streak TV Game Show (Game 232) 2019/2020 series, for a particular TV Game Show announce a promotion on the Grand Prize Wheel funded from expired unclaimed prizes which will be announced in advance on the TV Game Show, the company website and other media.

Such a promotion may replace the value of a segment on the wheel with a prize of a higher denomination or increase the number of higher denomination segment(s) on the wheel by replacing a segment(s) of a lower denomination, as decided by the Company.

20. TV Game Show Prizes

Based on expected sales levels, the proportion of the proceeds of the Game that are expected to be paid in prizes is 77.22% (which includes the value of all Instant Prizes in the game as expressed in Section 12.3 of these Game Rules).

21. Termination of Game

No Tickets for Game 232 Winning Streak may be sold after 28th March 2020. The Company will announce a final acceptance date for draw-entries and the date of any final Winning Streak Game. Such announcement or announcements will be disseminated through media used to advertise or promote the game or through other normal communications media.