## Bingo Bonus Game Procedures

## Introduction

These are the Game Procedures for BINGO BONUS (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: "BINGO BONUS"
Game Number: "Game 1366"
Retail Sales Price: $£ 3$ per Scratchcard
There is a 1 in 3.22 overall chance of winning a Prize on each Scratchcard in this Game. There are 29,888,520 Scratchcards in the initial print run of this Game.

## How to play and win

The Play Area has six sections labelled as the 'CALLER'S CARD' and 'CARD1', 'CARD 2', 'CARD 3', 'CARD 4' (the "CARDS", each a "CARD") and 'BONUS GAME'.

The CALLER'S CARD and the CARDS form the Main Game for the purpose of these Game Procedures.


On the left hand side of the Scratchcard, above the CARDS, is a table consisting of seven rows, each of which specifies a number of lines and a corresponding Prize amount (the "Prize Table").

Players can win up to 5 times on a Scratchcard.

## Main Game:

Each CARD has twenty-five squares which contain Play Symbols, twenty of which are black numbers, four of which are

The Main Game is played by first scratching off all of the coating on the CALLER'S CARD to reveal twenty-five numbers (the "Bingo Numbers"). You must then match the Bingo Numbers to the numbers shown on each of the CARD(S). In order to confirm and verify that a number on one of the CARD(S) matches a Bingo Number, You should scratch off the coating of the matching number on the relevant CARD(S) (a "Matching Number").
To win a PRIZE (as listed in the Prize Table), You must have a Scratchcard containing Matching Numbers in one of the following patterns on a 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


If a CARD contains a Winning Pattern, You will, providing the requirements of the Rules and these Procedures are met, wina Prize.

The Prize will be equal to the amount shown in the row of the Prize Table which corresponds to the amount of Winning Patterns which have been found on the CARDS.
If all four blue numbers on a CARD are matched to Bingo Numbers revealed on the CALLER'S CARD, You will, providing the requirements of the Rules and these Procedures are met, win $£ 10$ automatically.

Play Symbols for CALLER'S CARD

| ${ }_{\text {symals }}^{\text {pla }}$ | 01 | 02 | 03 | 04 | 05 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ${ }_{\text {symols }}^{\text {Pray }}$ | 06 | 07 | 08 | 09 | 10 |
| ${ }_{\text {symbols }}^{\text {Play }}$ | 11 | 12 | 13 | 14 | 15 |
| ${ }_{\text {symal }}^{\text {Pray }}$ | 16 | 17 | 18 | 19 | 20 |
| ${ }_{\text {symals }}^{\text {Pray }}$ | 21 | 22 | 23 | 24 | 25 |
| ${ }_{\text {symols }}^{\text {Play }}$ | 26 | 27 | 28 | 29 | 30 |
| ${ }_{\text {symols }}^{\text {Pray }}$ | 31 | 32 | 33 | 34 | 35 |
| ${ }_{\text {symbols }}^{\text {Pap }}$ | 36 | 37 | 38 | 39 | 40 |
| ${ }_{\text {symbols }}^{\text {Play }}$ | 41 | 42 | 43 | 44 | 45 |
| ${ }_{\text {symbols }}^{\text {Pras }}$ | 46 | 47 | 48 | 49 | 50 |
| ${ }_{\text {symbols }}$ | 51 | 52 | 53 | 54 | 55 |
| ${ }_{\text {symbols }}^{\text {Pray }}$ | 56 | 57 | 58 | 59 | 60 |
| ${ }_{\text {symbols }}^{\text {Pray }}$ | 61 | 62 | 63 | 64 | 65 |
| ${ }_{\text {symay }}^{\text {Prab }}$ | 66 | 67 | 68 | 69 | 70 |
| ${ }_{\text {symbols }}^{\text {Pray }}$ | 71 | 72 | 73 | 74 | 75 |

Play Symbols for CARD 1, CARD 2, CARD 3, and CARD 4

| ${ }_{\text {Symal }}^{\text {Pral }}$ | 01 | 02 | 03 | 04 | 05 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ${ }_{\text {symals }}^{\text {Pras }}$ | 06 | 07 | 08 | 09 | 10 |
| ${ }_{\text {symals }}^{\text {Prats }}$ | 11 | 12 | 13 | 14 | 15 |
| ${ }_{\text {Symal }}^{\text {Prab }}$ | 16 | 17 | 18 | 19 | 20 |
| ${ }_{\text {symamols }}^{\text {Pras }}$ | 21 | 22 | 23 | 24 | 25 |
| ${ }_{\text {symal }}^{\text {Pras }}$ | 26 | 27 | 28 | 29 | 30 |
| ${ }_{\text {symal }}^{\text {Prals }}$ | 31 | 32 | 33 | 34 | 35 |
| ${ }_{\text {symal }}^{\text {Pray }}$ | 36 | 37 | 38 | 39 | 40 |
| ${ }_{\text {symajols }}^{\text {Pras }}$ | 41 | 42 | 43 | 44 | 45 |
| ${ }_{\text {symay }}^{\text {Pras }}$ | 46 | 47 | 48 | 49 | 50 |
| ${ }_{\text {symals }}^{\text {Pray }}$ | 51 | 52 | 53 | 54 | 55 |
| ${ }_{\text {symals }}^{\text {Prat }}$ | 56 | 57 | 58 | 59 | 60 |


| ${ }_{\text {symal }}^{\text {Prals }}$ | 61 | 62 | 63 | 64 | 65 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ${ }_{\text {symajols }}^{\text {Pras }}$ | 66 | 67 | 68 | 69 | 70 |
| ${ }_{\text {symajols }}^{\text {Pras }}$ | 71 | 72 | 73 | 74 | 75 |
| ${ }_{\text {symay }}^{\text {Pras }}$ | $\mathrm{FR}_{\text {EE }}$ | 16 | 17 | 18 | 19 |
| ${ }_{\text {Symal }}^{\text {Prals }}$ | 20 | 21 | 22 | 23 | 24 |
| ${ }_{\text {symals }}^{\text {Pras }}$ | 25 | 26 | 27 | 28 | 32 |
| ${ }_{\text {symay }}^{\text {Pras }}$ | 33 | 34 | 35 | 36 | 37 |
| ${ }_{\text {symals }}^{\text {Prat }}$ | 38 | 39 | 40 | 41 | 42 |
| ${ }_{\text {symal }}^{\text {Pray }}$ | 43 | 44 | 48 | 49 | 50 |
| ${ }_{\text {symajols }}^{\text {Pras }}$ | 51 | 52 | 53 | 54 | 55 |
| ${ }_{\text {symals }}^{\text {Pray }}$ | 56 | 57 | 58 | 59 | 60 |

Twenty-five Play Symbols will appear under the coating of the CALLER'S CARD. Twenty-four Play Symbols will appear on each CARD, plus one 'FREE' Play Symbol. Only the Play Symbols can be used to play the Game.

Play Symbols from one CARD cannot be combined with Play Symbols on any other CARD to form a "Winning Pattern"
BONUS GAME
The BONUS GAME Play Area has three ROWS labelled as 'ROW1', 'ROW2', and 'ROW3' (the "ROWS", each a "ROW"). Each ROW has the ROW number, either one or two numbers and the word PRIZE (the "Prize Box"). You will, providing the requirements of the Rules and these Procedures are met, win a Prize if all of the numbers in a ROW match Bingo Numbers revealed under the coating on the CALLER'S CARD. The Prize will be equal to the amount of the Prize Symbol with its matching Prize Caption under the coating of the Prize Box for that ROW.

Play Symbols for BONUS GAME

| ${ }_{\text {symal }}^{\text {Pral }}$ | 01 | 02 | 03 | 04 | 05 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ${ }_{\text {symals }}^{\text {Pay }}$ | 06 | 07 | 08 | 09 | 10 |
| $s_{\text {symal }}^{\text {Prab }}$ | 11 | 12 | 13 | 14 | 15 |
| ${ }_{\text {symay }}^{\text {Pras }}$ | 16 | 17 | 18 | 19 | 20 |
| ${ }_{\text {symals }}^{\text {Pay }}$ | 21 | 22 | 23 | 24 | 25 |
| $s_{\text {symal }}^{\text {Prob }}$ | 26 | 27 | 28 | 29 | 30 |
| $s_{\text {symals }}^{\text {Pay }}$ | 31 | 32 | 33 | 34 | 35 |
| ${ }_{\text {symay }}^{\text {Prab }}$ | 36 | 37 | 38 | 39 | 40 |
| $s_{\text {symals }}^{\text {Pay }}$ | 41 | 42 | 43 | 44 | 45 |
| ${ }_{\text {symay }}^{\text {Pras }}$ | 46 | 47 | 48 | 49 | 50 |
| ${ }_{\text {symay }}^{\text {Prab }}$ | 51 | 52 | 53 | 54 | 55 |


| ${ }_{\text {symal }}^{\text {Pray }}$ | 56 | 57 | 58 | 59 | 60 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ${ }_{\text {symal }}^{\text {Pay }}$ | 61 | 62 | 63 | 64 | 65 |
| ${ }_{\text {Spapols }}^{\text {Prab }}$ | 66 | 67 | 68 | 69 | 70 |
| ${ }_{\text {Prema }}^{\text {Prals }}$ | 71 | 72 | 73 | 74 | 75 |

Five Play Symbols will appear under the coating in the BONUS GAME Play Area. BONUS GAME Play Symbols in one ROW cannot be combined with BONUS GAME Play Symbols in any other ROW to win.

Prize Symbols for BONUS GAME

| $\begin{aligned} & \text { Prize } \\ & \text { Symbols } \end{aligned}$ | £3.00 | £5.00 | £6.00 | £10.00 | £20.00 | £50.00 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{gathered} \text { Prize } \\ \text { Captions } \end{gathered}$ | three | -Five | -six- | -TEN | twnty | FIIFTY |

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

Prize Amounts, Number of Prizes and Odds

| Prize Amount | Number OfPrizes In The Game At Start Of Game | Approx. Odds (1 In:) <br> At Start Of Game |
| :---: | :---: | :---: |
| €3 1LINES=€3 | 2,291,339 | 14 |
| €3 €3BONUS | 797,072 | 38 |
| £5 2LINES = £5 | 2,191,766 | 14 |
| €5 £5BONUS | 498,301 | 60 |
| €6 1LINES = €3 + €3 BONUS | 797,169 | 38 |
| £6 £6BONUS | 398,480 | 76 |
| £10 3LINES = £10 | 697,161 | 43 |
| £10 €10AUTOWIN | 597,728 | 50 |
| £10 2LINES = £5 + ¢5 BONUS | 299,060 | 100 |
| £10 £10BONUS | 199,268 | 150 |
| €20 4LINES = £20 | 199,351 | 150 |
| £20 £20BONUS | 99,503 | 301 |
| £20 3 LINES = £10 + £10 AUTOWIN | 99,599 | 301 |
| £20 2LINES $=£ 5+£ 10$ AUTOWIN + $£ 5$ BONUS | 99,689 | 300 |
| £50 5LINES = £50 | 6,627 | 4,511 |
| £50 £50BONUS | 1,902 | 15,715 |
| $\begin{array}{rl} \mathrm{£50} & 3 \text { LINES }=£ 10+£ 10 \text { AUTOWIN }+(£ 5 \text { BONUS } \times 2) \\ & +£ 20 \text { BONUS } \end{array}$ | 2,128 | 14,046 |
| ```£50 }\begin{array}{ll}{4\mathrm{ LINES = £20 + £10 AUTOWIN + ( £5 BONUS *2)}}\\{}&{+£10BONUS}``` | 2,817 | 10,611 |
| £50 £10 BONUS +(£20 BONUS $\times 2$ ) | 2,607 | 11,465 |
| £100 5LINES $=€ 50+£ 10$ BONUS + (£20 BONUS $\times 2$ ) | 2,840 | 10,525 |
| £100 5LINES = £50 + £10 AUTOWIN + (£20 BONUS $\times 2$ ) | 2,605 | 11,474 |
| $£ 100$ 5 LINES $=£ 50+£ 10$ AUTOWIN $+£ 20$ BONUS + <br>  $(€ 10 B O N U S \times 2)$ | 2,125 | 14,066 |
| €1,000 6 LINES $=€ 1,000$ | 71 | 420,966 |
| €300,000 7LINES $=€ 300,000$ | 5 | 5,977,704 |

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 03332345050 . 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 67.94\% of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcards for the Game is $£ 60,916,522$.

The number of Prizes in the initial print run of Scratchcards for the Game relates to the number of Scratchcards recorded on Allwyn'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 Allwyn 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 Allwyn in relation to this Game, the Rules will take priority followed by the Procedures and then any other information issued by Allwyn.

