## Black Pearl Game Procedures

## Introduction

These are the Game Procedures for BLACK PEARL (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:"BLACK PEARL"
Game Number: "Game 1392"
Retail Sales Price: $£ 5$ per Scratchcard
There is a 1 in 3.50 overall chance of winning a Prize on each Scratchcard in this Game. There are23,800,080 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', 'GAME2' and 'GAME 3' (each a "Play Area").

Players can win up to 19 times on a Scratchcard.

## GAME 1

The GAME 1 Play Area has five motifs in the section headed 'WINNING NUMBERS' (the "Winning Numbers Section") and fifteen motifs in the section headed 'YOUR NUMBERS' (the "Your Numbers


Section") and the word 'PRIZE' (the "Prize Box") directly below each
motif. You will, providing the requirements of the Rules and these Procedures are met, win a PRIZE if You reveal a Play
Symbol with its matching Play Caption under the coating of a
 'motif in the Your Numbers Section that matches a

Play Symbol with its matching Play Caption under the coating of a $\square$ motif in the Winning Numbers Section. The Prize will be equal to the amount of the Prize Symbol with its matching Prize Caption under the coating of the Prize Box immediately below the matching Play Symbol with its matching Play Caption in the Your Numbers Section.

If You reveal a


Play Symbol with its matching Play Caption under the coating of a

motif in the Your Numbers Section, You will, providing the requirements of the Rules and these Procedures are met, win a PRIZE. The Prize will be equal to five times the amount of the Prize Symbol with its matching Prize Caption
shown under the coating of the Prize Boximmediately below that

motif in the Your Numbers Section.
Play Symbols and Play Captions for GAME 1

| Play Symbols | (0) 1 |  | (0) 5 | (0) 4 | (0) 0 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Play Captions | -ONE- | -TWO- | THREE | -FOUR | -SIX- |
| Play Symbols |  | (0) 0 | (0) 0 | $4 \square$ | 45 |
| Play Captions | SEVEN | EIGHT | -NINE | ELEVN | TWLVE |



| smma | 18 | 48 | 16 | 12 | 18 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| comb | mum | rour | sxm | suvm | เетт |
| smma | 12 | 80 | 81 | 82 | 88 |
| cmem | ""mm | mir | wowe | nwwo | тwтm |
| $\mathrm{s}_{\text {maxms }}$ | 84 | 86 | 84 | 28 | 20 |
| comm | mwor | musx | msw | meer |  |
| smant | 80 | 81 | 82 | 88 | 83 |
| \% | manr | тwow | wwrw | титн | тwnre |
| smma | 85 | 86 | 82 | 38 | 82 |
| Smomb | murv | twesx |  | тwer | rwm |
| smma | 40 | (2) |  |  |  |

Five Play Symbols with their matching Play Captions will appear under the coating in the Winning Numbers Section. Fifteen Play Symbols with their matching Play Captions will appear under the coating in the Your Numbers Section. Only the GAME 1 Play Symbols and Play Captions can be used to play GAME 1.

Prize Symbols and Prize Captions for GAME 1

| ${ }_{\text {Symbols }}^{\text {Priee }}$ | £5.00 | $£ 10.00$ | £15.00 | £25.00 | £ 50.00 |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | -five | -ten- | firm | twev | firty |
| ${ }_{\text {spmainels }}^{\text {Prine }}$ | $£ 100$ | £500 | £1,000 | £5,000 | £100,000 |
| ${ }_{\text {ctite }}^{\text {Prite }}$ | -Hund | fvuun | -тнои | fivth | нктно |
| ${ }_{\text {spmain }}^{\text {Prime }}$ | £2MIL |  |  |  |  |
| ${ }_{\text {coreme }}^{\text {Prite }}$ | тwomı |  |  |  |  |

One Prize Symbol with its matching Prize Caption will appear under the coating of each Prize Box in the Your Numbers Section of the GAME1 Play Area. Only the Prize Symbol and its matching Prize Caption under the coating of a Prize Box in the Your Numbers Section can be used to confirm the amount of a Prize You may be entitled to, if any, in respect of GAME 1.

## GAME 2

The GAME 2 Play Area has two rows labelled as 'ROW1' and 'ROW2' (each a GAME 2"ROW"). Each ROW has the ROW number, one 'tod motifunder the column headed 'YOURPEARLS', another 'tod ' motif under the heading 'THEIR PEARLS' and the word 'PRIZE' (the "Prize Box"). You will, providing the requirements of the Rules and these Procedures are met, win a Prize if, in a ROW you reveal a Play Symbol with its matching Play Caption under the coating of the heading 'YOUR PEARLS' which weighs more than (i.e. is greater than) the Play Symbol with its matching Play Caption under the
coating of the heading 'THEIR PEARLS'. 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 and Play Captions for GAME 2

| ${ }_{\text {sfmal }}^{\text {prab }}$ | 100 | 170 | 120 | 139 | 9 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ${ }_{\text {cosem }}^{\text {cotan }}$ | -ten | Eevn | rwev | тнит | говт |
| ${ }_{\text {sfmat }}^{\text {pand }}$ | F90 | 190 | $\underline{\square}$ | T89 | IEO |
| ${ }_{\text {con }}^{\text {coitions }}$ | frim | sxxm | sevin | вוстм | мптм |
|  | 20\% | 910 | 229 | 230 | 249 |
| ${ }_{\text {cosem }}^{\text {chaty }}$ | тwnrv | twone | rwwo | ${ }^{\text {тwнне }}$ | rwror |
| ${ }_{\text {smmols }}^{\text {pen }}$ | 250 | 200 | 279 | 289 | 290 |
|  | twev | rwsx | rusw | rwes | Twnw |
| ${ }_{\text {smpors }}^{\text {pen }}$ | E00 |  |  |  |  |
|  | тнerv |  |  |  |  |

Two Play Symbols with their matching Play Captions will appear under the coating of each ROW in the GAME 2 Play Area. Only the GAME 2 Play Symbols and Play Captions can be used to play GAME 2. Play Symbols in one ROW cannot be combined with Play Symbols in the other ROW to win.

Prize Symbols and Prize Captions for GAME 2

| ${ }_{\text {Symbols }}^{\text {Prie }}$ | $£ 5.00$ | $£ 10.00$ | £15.00 | £25.00 | £50.00 |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | -five | -ten- | firm | twev | fiftr |
| ${ }_{\text {Symbols }}^{\text {Pries }}$ | $£ 100$ | £500 | £1,000 | £5,000 | £100,000 |
|  | -Hund | futun | -тно | FVTH | нлтно |
|  | £2MIL |  |  |  |  |
| ${ }_{\text {Preme }}^{\substack{\text { Prite } \\ \text { Capions }}}$ | тwomı |  |  |  |  |

One Prize Symbol with its matching Prize Caption will appear under the coating of the Prize Box in each ROW in the GAME 2 Play Area. Only the GAME 2 Prize Symbol and its matching Prize Caption under the coating of a Prize Box in a ROW in the GAME 2 Play Area can be used to confirm the amount of a Prize You may be entitled to, if any, in respect of that ROW in GAME2.

## GAME 3

The GAME 3 Play Area has two ROWS labelled as 'ROW 1' and 'ROW2' (each a GAME 3 "ROW"). Each ROW has the ROW number, two 'motifs and the word 'PRIZE' (the "Prize Box"). You will, providing the requirements of the Rules and these Procedures are met, win a Prize if You reveal two identical Play Symbols with their matching Play Captions under
the coating in a ROW. 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 and Play Captions for GAME 3

| Play Symbols |  |  | $\mathrm{OR} \mathrm{O}$ | VIP | 6 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \text { Play } \\ & \text { Captions } \end{aligned}$ | DIAMND | WATCH | CROWN | -VIP- | RINGS |
| Play Symbols | (i) |  |  | - ${ }^{3}$ |  |
| $\begin{aligned} & \text { Play } \\ & \text { Captions } \end{aligned}$ | VAULT | CHEST | YACHT | -CAR- | -HELI |
| Play Symbols | Ros |  | $23$ | $(\pi)$ | $4$ |
| Play Captions | SNRKEL | TORCH | SEAWD | SHELL | STRFSH |

Two Play Symbols with their matching Play Captions will appear under the coating of each ROW in the GAME 3 Play Area. Only the GAME 3 Play Symbols and Play Captions can be used to play GAME 3. Play Symbols in one ROW cannot be combined with Play Symbols in the other ROW to win.

Prize Symbols and Prize Captions for GAME 3

| ${ }_{\text {symbols }}^{\text {stize }}$ | £5.00 | £10.00 | £15.00 | £25.00 | £50.00 |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | -five | -ten- | Fift | twev | FiftY |
| ${ }_{\text {Symbols }}^{\text {fries }}$ | $£ 100$ | £500 | £1,000 | £5,000 | £100,000 |
| ${ }_{\substack{\text { Prite } \\ \text { Capions }}}^{\text {che }}$ | -Hund | fyuun | -тнои | ғvтн | нктно |
| ${ }_{\text {Symbols }}^{\text {frize }}$ | £2MIL |  |  |  |  |
| ${ }_{\text {Premer }}^{\substack{\text { Prize } \\ \text { Capions }}}$ | тwomL |  |  |  |  |

One Prize Symbol with its matching Prize Caption will appear under the coating of the Prize Box in each ROW in the GAME 3 Play Area. Only the GAME 3 Prize Symbol and its matching Prize Caption under the coating of a Prize Box in a ROW in the GAME 3 Play Area can be used to confirm the amount of a Prize You may be entitled to, if any, in respect of that ROW in GAME 3.

Prize Amounts, Number of Prizes and Odds

| Prize Amount |  | Number OfPrizes In The Game At Start Of Game | Approx. Odds (1 In:) At Start Of Game | Tolerance for Odds of Winning in event ofa further print run |
| :---: | :---: | :---: | :---: | :---: |
| Prize | Prize breakdown |  |  |  |
| €5 | £5 | 2,617,874 | 10 | +/- 5.00\% |
| €10 | £10 | 1,189,917 | 20 | +/- 5.00\% |
| £10 | £5 $\times 2$ | 1,190,185 | 20 | +/- 5.00\% |
| €15 | £15 | 396,668 | 60 | +/- 5.00\% |
| €15 | £5 $\times 3$ | 793,336 | 30 | +/- 5.00\% |
| £25 | £25 | 132,323 | 180 | +/- 5.00\% |
| €25 | £5 MULT 5 | 328,674 | 73 | +/- 5.00\% |
| €50 | €50 | 27,183 | 876 | +/- 5.00\% |
| €50 | £10 MULT 5 | 83,872 | 284 | +/- 5.00\% |


| Prize Amount |  | Number OfPrizes In The Game At Start Of Game | Approx. Odds (1 In:) At Start Of Game | Tolerance for Odds of Winning in event ofa further print run |
| :---: | :---: | :---: | :---: | :---: |
| Prize | Prize breakdown |  |  |  |
| €50 | £5MULT 5 + (£5 $\times 5$ ) | 18,896 | 1,260 | +/- 5.00\% |
| €100 | €100 | 7,586 | 3,138 | +/- 5.00\% |
| £100 | $(£ 5 \times 18)+£ 10$ | 15,098 | 1,577 | +/- 5.00\% |
| €500 | €500 | 344 | 69,187 | +/- 5.00\% |
| €500 | £10 MULT $5 \times 10$ | 339 | 70,207 | +/- 5.00\% |
| €500 | $(£ 25 \times 18)+£ 50$ | 343 | 69,388 | +/- 5.00\% |
| €1,000 | €1,000 | 124 | 191,937 | +/- 8.91\% |
| €1,000 | (£10 MULT $5 \times 15)+(€ 25 \times 2)+($ ¢100 $\times 2$ ) | 276 | 86,233 | +/- 5.43\% |
| €5,000 | £5,000 | 4 | 5,950,020 | +/- 36.55\% |
| €5,000 | £1,000 MULT5 | 8 | 2,975,010 | +/- 36.55\% |
| £100,000 | £100,000 | 4 | 5,950,020 | +/- 36.55\% |
| €2,000,000 | €2,000,000 | 4 | 5,950,020 | +/- 36.55\% |

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 initial print run of Scratchcards for the Game represents $70.93 \%$ of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcards for the Game is $£ 84,404,325$.
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, future withdrawal of Scratchcards (where those Scratchcards are withdrawn by Allwyn without knowledge of whether they are Prize bearing Scratchcards), or additional print run(s) of Scratchcards for the Game. Providing a top prize remains available Allwyn may print further Scratchcards for this Game. If a further print run of Scratchcards for this Game is made, then, for the Scratchcards produced in that further print run, the overall odds of winning a Prize at each Prize tier level will be, allowing for the tolerance levels as specified in the table above, the same as in the initial print run of Scratchcards for the Game.

## General

In the event of any conflict between the Rules, these Procedures and any other information issued by Allwy in relation to this Game, the Rules will take priority followed by the Procedures and then any other information issued by Allwyn.

