Gold Fever Game Procedures

Introduction

These are the Game Procedures for GOLD FEVER (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: "GOLD FEVER"
Game Number: "Game 1147"
Retail Sales Price: £3 per Scratchcard

There is a 1 in 3.74 overall chance of winning a Prize on each Scratchcard in this Game. There are 18,369,180 Scratchcards in the initial print run of this Game.

How to play and win

The Play Area has three sections, one headed 'YOUR SYMBOLS SCRATCH HERE FIRST', (the "Your Symbols Section"), and two grids (the "Play Grids"). You must scratch off the coating on the Your Symbols Section first. Scratching off all of the coating on the Your Symbols Section will reveal 18 Play Symbols.

Each Play Grid has 16 squares and each square contains a Play Symbol.

There are sixteen LINES associated with the Play Grids identified as LINE 1, LINE 2, LINE 3, LINE 4, LINE 6, LINE 7, LINE 8, LINE 9, LINE 10, LINE 11, LINE 12, LINE 13, LINE 14, LINE 15 and LINE 16. On the right or at the bottom of each LINE is the word PRIZE (the "Prize Box").

To play the Game, first scratch off all of the coating on the Your Symbols Section to reveal 18 Play Symbols ("Your Symbols"). Then, scratch off only the Play Symbols contained in the Play Grids that match the Your Symbols.

You will, providing the requirements of the Rules and these Procedures are met, win a Prize if You reveal (by scratching the coating off the symbols) 4 Play Symbols in the Play Grids in a horizontal or vertical line that match the Your Symbols (see examples below).

The Prize will be equal to the Prize amount under the Prize Box at the end or the bottom of the corresponding line.

HORIZONTAL:

• You must reveal 4 Play Symbols that match the Your Symbols in a horizontal line on either of the Play Grids.

Examples



VERTICAL

• You must reveal 4 Play Symbols that match the Your Symbols in a vertical line on either of the Play Grids.

Examples



It is possible to have up to three winning LINES on a single Play Grid.

Players can win up to 6 times on a Scratchcard.

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Play Symbols and Play Captions

Play Symbols			8	0	
Play Captions	NUGGET	-RUBY-	MNYBAG	-BANJO	GLDPAN
Play Symbols		1.11		®	
Play Captions	-SKULL	SALOON	CRRAGE	WHEEL-	-FIRE-
Play Symbols	3				®
Play Captions	VLTURE	BARREL	-ROPE-	SCARF	-MINE-
Play Symbols		0		0	
Play Captions	MINCRT	DIAMND	-LAMP	-SPADE	WHLBRW
Play Symbols	P		y	THE	
Play Captions	CACTUS	-GATE-	-HSHOE	-HORSE	PCKAXE
Play Symbols		∑∲ }			
Play Captions	-HAT-	SHERIF	воот-		

Eighteen Play Symbols with their matching Play Captions will appear under the coating of the Your Symbols Section. Only one Play Caption appears under each Play Symbol. Sixteen Play Symbols will appear under the coating of each Play Grid.

Prize Symbols and Prize Captions

Prize Symbols	£3.00	£ 5.00	£6.00	£10.00
Prize Captions	THREE	-FIVE	-SIX-	-TEN-
Prize Symbols	£20.00	£30.00	£50.00	£100
Prize Captions	TWNTY	THRTY	FIFTY	-HUND
Prize Symbols	£1,000	£ 5,000	£10,000	£300K
Prize Captions	-тнои	FIVTH	титно	TRHTH

One Prize Symbol with its matching Prize Caption will appear under the coating of each Prize Box. Only one Prize Caption appears under each Prize Symbol. Only the Prize Symbol and its matching Prize Caption under the coating of each Prize Box can be used to confirm the amount of a Prize You may be entitled to, if any, in respect of the relevant LINE in the Game.





Prize Amounts, Number of Prizes and Odds

	Prize Amount	Number Of Prizes In The Game At Start Of Game	Approx. Odds (1 In :) At Start Of Game	Tolerance for Odds of Winning in event of a further print run
£3		1,836,956	10	+/- 5.00%
£5		1,408,247	14	+/- 5.00%
£6		306,118	61	+/- 5.00%
£6	£3×2	306,264	60	+/- 5.00%
£10		306,153	60	+/- 5.00%
£10	£5×2	244,951	75	+/- 5.00%
£20		122,369	151	+/- 5.00%
£20	(£3×5) + £5	122,499	150	+/- 5.00%
£20	(£5×2) + £10	122,487	150	+/- 5.00%
£30		19,916	923	+/- 5.00%
£30	£10 + £20	19,587	938	+/- 5.00%
£30	£10 x 3	19,120	961	+/- 5.00%
£30	£5×6	18,361	1,001	+/- 5.00%
£50		9,979	1,841	+/- 5.00%
£50	(£10 x 3) + £20	9,162	2,005	+/- 5.00%
£50	£10×5	9,132	2,012	+/- 5.00%
£50	(£5×4) + £10 + £20	9,178	2,002	+/- 5.00%
£100		5,812	3,161	+/- 5.00%
£100	£10 + (£30 × 3)	5,362	3,426	+/- 5.00%
£100	(£5×2) + (£10×2) + £20 + £50	5,345	3,437	+/- 5.00%
£1,000		150	122,462	+/- 7.13%
£5,000		25	734,768	+/- 22.74%
£10,000		20	918,459	+/- 22.74%
£300,000		5	3,673,836	+/- 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 0333 234 5050. 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 66.95% of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcards for the Game is £36,893,505.

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



