# Maze Of Fortune Game Procedures

### Introduction

These are the Game Procedures for MAZE OF FORTUNE (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: "MAZE OF FORTUNE" Game Number: "Game 1389" Retail Sales Price: £3 per Scratchcard

There is a 1 in 3.69 overall chance of winning a Prize on each Scratchcard in this Game. There are 9.164,640 Scratchcards in the initial print run of this Game.

# How to play and win

The Scratchcard has two Play Areas, one headed 'SCRATCH HERE FIRST – YOUR COORDINATES' (the "Your Coordinates Section") and one headed 'PLAYING GRID' (the "Playing Grid"). To the left of the two Play Areas is a 'PRIZE TABLE' (the "Prize Table"). The Prize Table consists of ten symbols, each with a monetary amount next to each symbol.



 $The Your Coordinates Section is made up of sixteen \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). Under the coating of the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which will vary). \\ \hline \begin{tabular}{l} motifs (the colour of which$ 

each which is a coordinate which is made up of one letter and one number (a "Coordinate Play Symbol", together the "Coordinate Play Symbols").

The Playing Grid consists of thirty-six squares which each correspond to a coordinate location on the Playing Grid. At the top of each column on the Playing Grid is a number from 1 (far left) to 6 (far right) and on the left of each row on the Playing Grid is a letter from A (top row) to F (bottom row).

To play, first scratch off all of the coating in the Your Coordinates Section to reveal sixteen Coordinate Play Symbols. Then scratch off only those squares on the Playing Grid that have the corresponding letter and number combinations as the Coordinate Play Symbols revealed under the coating in the Your Coordinates Section and this will reveal Play Symbols with their matching Play Captions for the Playing Grid (the "Playing Grid Play Symbols" and "Playing Grid Play Captions" respectively).

You will, providing the requirements of the Rules and these Procedures are met, win a Prize if, after scratching the coating of only those squares in the Playing Grid that have the corresponding letter and number combinations as the Coordinate Play Symbols revealed under the coating in the Your Coordinates Section, You reveal three identical Playing Grid Play Symbols with their matching Playing Grid Play Captions under the coating in the Playing Grid. The Prize will be equal to the monetary amount as shown in the Prize Table next to the corresponding symbol which matches the three Playing Grid Play Symbols revealed in the Playing Grid.

Players can win up to 3 times on a Scratchcard.

## Coordinate Play Symbols for the Your Coordinates Section

Coordinate Play Symbols	ΔI	A2	AS	A4	AS	AG
Coordinate Play Symbols	<b>B</b> 1	B2	BS	<b>B</b> 4	B5	<b>B</b> 6
Coordinate Play Symbols	SI	ලවු	ලව	<b>@</b> 4	ලුපු	ලල





Coordinate Play Symbols	DI	D2	₽ <b>S</b>	<b>D</b> 4	DS	<b>D</b> 3
Coordinate Play Symbols	31	<b>E</b> 2	ES	<b>E</b> 4	国罗	国团
Coordinate Play Symbols	F1	<b>F</b> 2	FS	<b>F</b> 4	FS	FG

Sixteen Play Symbols will appear under the coating in the Your Coordinates Section. Only the Coordinate Play Symbols can be used to play the Game.

# Playing Grid Play Symbols and Play Captions

Playing Grid Play Symbols	Q	<b>®</b>	<b>5</b>	8	
Playing Grid Play Captions	MAGGLA	COMPAS	SCROLL	FTPRNT	SGNPST
Playing Grid Play Symbols			8		
Playing Grid Play Captions	COINS	NUGGET	MNYBAG	-WAD-	CHEST

One Playing Grid Play Symbol with its matching Playing Grid Play Caption under the coating in the thirty-six squares of the Playing Grid. Only those Playing Grid Play Symbols which you reveal by scratching off the coating on the Playing Grid squares which correspond with the Coordinate Play Symbols revealed under the coating in the Your Coordinates Section, can be used to confirm the amount of a Prize You may be entitled to, if any, in the Prize Table.

## 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
Prize	Prize breakdown			princraii
£3	Magnifying Glass £3	794,269	12	+/- 5.00%
£5	Compass £5	671,909	14	+/- 5.00%
£6	Scroll £6	305,593	30	+/- 5.00%
£8	Magnifying Glass £3 + Compass £5	152,721	61	+/- 5.00%
£10	Footprints £10	244,338	38	+/- 5.00%
£14	Magnifying Glass £3 + Compass £5 + Scroll £6	91,683	100	+/- 5.00%
£20	Signpost £20	213,861	43	+/- 5.00%
£40	Coins £40	6,570	1,395	+/- 5.00%
£100	Nugget £100	1,246	7,356	+/- 5.00%
£1,000	Money Bag £1,000	19	482,350	+/- 36.55%
£10,000	Wad £10,000	3	3,054,880	+/- 36.55%
£300,000	Chest £300,000	3	3,054,880	+/- 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 65.97% of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcards for the Game is £18,138,240.

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 the Rules, these Procedures and any other information issued by Camelot in relation to this Game, the Rules will take priority followed by the Procedures and then any other information issued by Camelot.



