

Red Hot Bingo Game Procedures

Introduction

These are the Game Procedures for RED HOT BINGO (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: "RED HOT BINGO"

Game Number: "Game 1223"

Retail Sales Price: £3 per Scratchcard

There is a 1 in 3,35 overall chance of winning a Prize on each Scratchcard in this Game. There are 31,598,760 Scratchcards in the initial print run of this Game.

How to play and win

The Play Area has six sections, identified as the CALLER'S CARD, CARD 1, CARD 2, CARD 3 and CARD 4 and BONUS GAME.

Scratching off the coating on the CALLER'S CARD will reveal 20 numbers (the "Bingo Numbers"). CARD 1, CARD 2, CARD 3 and CARD 4 (the "CARDS", each a "CARD") each contain 25 squares, 24 of which have Play Symbols consisting of red or black numbers and the middle square containing a 'FREE' Play Symbol (a "Free Square"). To the left of each CARD is a red prize table indicating the prizes for that CARD (the "Prize Table").

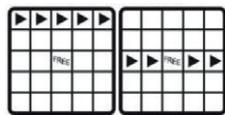
The Game is played by first scratching off all of the coating on the CALLER'S CARD to reveal the Bingo Numbers. You must then match the Bingo Numbers to the numbers shown on each of the CARDS. In order to confirm and verify that a number on one of the CARDS matches a Bingo Number, You should scratch off the matching number on the relevant CARD(S) (a "Matching Number").

To win a Prize listed in the Prize Table for that CARD, You must have a Scratchcard containing Matching Numbers in one of the following patterns on that 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



NB – It is not possible to have 2 rows of Matching Numbers on one CARD.

COLUMN:

- 5 Matching Numbers in a vertical line or;
- 4 Matching Numbers and a Free Square in a vertical line

Example



NB – It is not possible to have 2 columns of Matching Numbers on one CARD.



PGM1223

Camelot UK Lotteries Limited, PO Box 287, Watford WD18 9TT.
The National Lottery Line 0333 234 5050. Call charges as above.

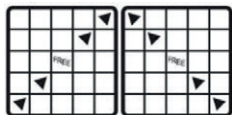


**YOUR NUMBERS
MAKE AMAZING
HAPPEN**

DIAGONAL:

- 4 Matching Numbers and a Free Square in a diagonal line

Example

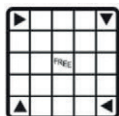


NB – It is not possible to have 2 diagonal lines of Matching Numbers on one CARD.

4 CORNERS:

- A Matching Number in each of the 4 corners on one CARD

Example



If a CARD contains a Winning Pattern, You will, providing the requirements of the Rules and these Procedures are met, win the Prize for that Winning Pattern as set out in the Prize Table for that CARD.

If a Winning Pattern on a CARD is made solely of red Play Symbols, You will, providing the requirements of the Rules and these Procedures are met, win DOUBLE the Prize for that Winning Pattern as set out in the Prize Table for that CARD. N.B. Winning Patterns made solely of red Play Symbols will appear in a row or column pattern only.

Players can win up to 5 times on a Scratchcard.

Play Symbols for CALLER'S CARD

Play Symbols	01	02	03	04	05	06
Play Symbols	07	08	09	10	11	12
Play Symbols	13	14	15	16	17	18
Play Symbols	19	20	21	22	23	24
Play Symbols	25	26	27	28	29	30
Play Symbols	31	32	33	34	35	36
Play Symbols	37	38	39	40	41	42
Play Symbols	43	44	45	46	47	48
Play Symbols	49	50	51	52	53	54
Play Symbols	55	56	57	58	59	60
Play Symbols	61	62	63	64	65	66
Play Symbols	67	68	69	70	71	72
Play Symbols	73	74	75			



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

Play Symbols	01	02	03	04	05	06
Play Symbols	07	08	09	10	11	12
Play Symbols	13	14	15	16	17	18
Play Symbols	19	20	21	22	23	24
Play Symbols	25	26	27	28	29	30
Play Symbols	31	32	33	34	35	36
Play Symbols	37	38	39	40	41	42
Play Symbols	43	44	45	46	47	48
Play Symbols	49	50	51	52	53	54
Play Symbols	55	56	57	58	59	60
Play Symbols	61	62	63	64	65	66
Play Symbols	67	68	69	70	71	72
Play Symbols	73	74	75	FREE	01	02
Play Symbols	03	04	05	06	07	08
Play Symbols	09	10	11	12	13	14
Play Symbols	15	16	17	18	19	20
Play Symbols	21	22	23	24	25	26
Play Symbols	27	28	29	30	31	32
Play Symbols	33	34	35	36	37	38
Play Symbols	39	40	41	42	43	44
Play Symbols	45	46	47	48	49	50
Play Symbols	51	52	53	54	55	56
Play Symbols	57	58	59	60	61	62
Play Symbols	63	64	65	66	67	68
Play Symbols	69	70	71	72	73	74
Play Symbols	75	FREE				





20 Play Symbols will appear under the coating of the CALLER'S CARD. 24 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 win.











A Prize Table on one CARD cannot be combined with any other CARD to win a Prize to which a Player may be entitled.



BONUS GAME

The BONUS GAME Play Area has one  motif incorporating the word 'PRIZE' (the "Prize Box"). You will, providing the requirements of the Rules and these Procedures are met, win a Prize automatically if You reveal a  Play Symbol with its matching Play Caption under the coating of the  motif in the BONUS GAME Play Area. The Prize will be equal to the Prize Symbol shown with its matching Prize Caption under the coating of the Prize Box immediately below that  Play Symbol.

Play Symbols and Play Captions for BONUS GAME

Play Symbols					
Play Captions	-DROP	THERMO	FLAME	HOTSCE	STEAM
Play Symbols					
Play Captions	-FAN-	-SUN-	WATER	SPICE	-WIN-

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

Prize Symbols and Prize Captions for BONUS GAME

Prize Symbols	£3.00	£5.00	£6.00	£10.00	£20.00
Prize Captions	THREE	-FIVE	-SIX-	-TEN-	TWNTY
Prize Symbols	£25.00	£30.00	£50.00	£100	
Prize Captions	TWFIV	THRTY	FIFTY	-HUND	

One Prize Symbol with its matching Prize Caption will appear under the coating of the Prize Box in the BONUS GAME Play Area. Only the BONUS GAME Prize Symbol and its matching Prize Caption under the coating of the Prize Box can be used to confirm the amount of a Prize You may be entitled to, if any, in the BONUS 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
£3 Card 1 £3	1,263,719	25
£3 Card 2 £3	1,264,115	25
£3 BONUS £3	1,158,688	28
£5 Card 3 £5	1,263,876	25
£5 BONUS £5	1,158,662	28
£6 Card 1 £6	210,641	151
£6 Card 4 £6	210,766	150
£6 BONUS £6	105,239	301
£6 Card 1 £3 DOUBLER	210,641	151
£6 Card 2 £3 DOUBLER	210,766	150
£6 BONUS £3 + Card 2 £3	105,239	301
£10 Card 2 £10	421,169	76
£10 Card 3 £10	421,169	76
£10 Card 3 £5 DOUBLER	421,357	75
£10 BONUS £5 + Card 3 £5	105,396	300
£10 BONUS £10	105,239	301



Prize Amount	Number Of Prizes In The Game At Start Of Game	Approx. Odds (1 In :) At Start Of Game
£20 Card 1 £20	105,477	300
£20 Card 1 £3 + Card 3 £5 + Card 4 £6 DOUBLER	105,239	301
£20 Card 1 £6 DOUBLER + Card 2 £3 + Card 3 £5	105,396	300
£20 Card 2 £10 DOUBLER	105,245	301
£20 Card 3 £10 DOUBLER	105,289	301
£20 BONUS £20	105,477	300
£25 Card 2 £10 DOUBLER + Card 3 £5	28,972	1,091
£25 Card 3 £5 + Card 4 £20	28,954	1,093
£25 BONUS £25	19,729	1,602
£30 Card 2 £30	6,830	4,627
£30 Card 2 £10 DOUBLER + Card 3 £5 DOUBLER	8,706	3,630
£30 Card 1 £20 + Card 2 £10	6,563	4,815
£30 Card 3 £10 + Card 4 £20	6,584	4,800
£30 Card 1 £20 + Card 3 £5 DOUBLER	7,873	4,014
£30 BONUS £30	5,283	5,982
£50 Card 3 £50	5,271	5,995
£50 Card 3 £5 DOUBLER + Card 4 £20 DOUBLER	6,567	4,812
£50 BONUS £30 + Card 1 £20	5,253	6,016
£50 BONUS £30 + Card 1 £6 + Card 2 £3 + Card 3 £5 + Card 4 £6	5,288	5,976
£50 BONUS £50	3,957	7,986
£100 Card 1 £100	2,113	14,955
£100 BONUS £20 + Card 1 £20 + Card 3 £10 DOUBLER + Card 4 £20 DOUBLER	1,844	17,136
£100 BONUS £10 + Card 1 £20 + Card 2 £30 + Card 4 £20 DOUBLER	1,856	17,026
£100 BONUS £20 + Card 1 £20 + Card 2 £30 + Card 3 £10 + Card 4 £20	1,585	19,937
£100 BONUS £50 + Card 1 £20 + Card 3 £10 + Card 4 £20	1,581	19,987
£100 BONUS £100	1,589	19,886
£200 Card 4 £200	262	120,606
£200 Card 1 £100 + Card 2 £30 + Card 3 £50 + Card 4 £20	266	118,793
£1,000 Card 2 £1,000	266	118,793
£1,350 Card 1 £100, Card 2 £1,000, Card 3 £50, Card 4 £200	32	987,462
£10,000 Card 3 £10,000	10	3,159,876
£300,000 Card 4 £300,000	5	6,319,752

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 print run of Scratchcards for the Game represents 68.00% of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcards for the Game is £64,462,213.

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, or future withdrawal of Scratchcards (where those Scratchcards are withdrawn by Camelot without knowledge of whether they are Prize bearing Scratchcards).

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.

