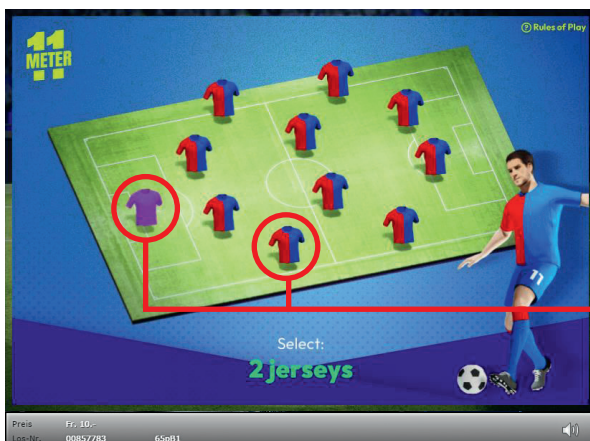
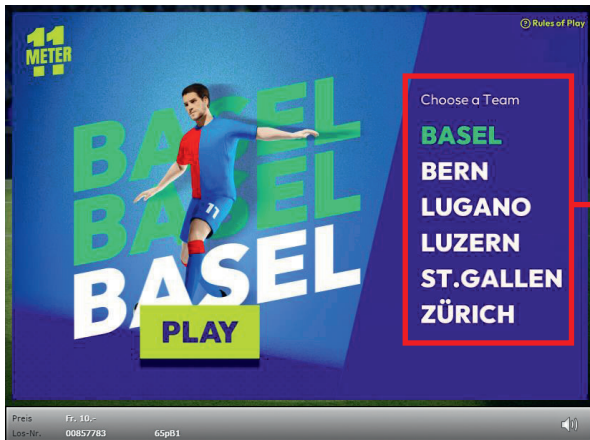


Spielreglement Online-Los «Elfmeter»



Elfmeter • Number of tickets: 500'000 • Price: Fr. 11.-
 Payout percentage: 67.83% • Prize percentage: 50.00%
 Total sales value: Fr. 5'500'000.-

* 111'100	x	11.-	=	1'222'100.-
40'000	x	12.-	=	480'000.-
25'000	x	13.-	=	325'000.-
15'000	x	14.-	=	210'000.-
30'000	x	15.-	=	450'000.-
4'000	x	16.-	=	64'000.-
2'000	x	17.-	=	34'000.-
1'500	x	18.-	=	27'000.-
1'500	x	19.-	=	28'500.-
2'250	x	20.-	=	45'000.-
1'500	x	21.-	=	31'500.-
2'200	x	22.-	=	48'400.-
1'100	x	23.-	=	25'300.-
2'000	x	24.-	=	48'000.-
1'600	x	25.-	=	40'000.-
850	x	30.-	=	25'500.-
6'000	x	50.-	=	300'000.-
500	x	60.-	=	30'000.-
200	x	70.-	=	14'000.-
1'600	x	100.-	=	160'000.-
99	x	111.-	=	10'989.-
1	x	111'111.-	=	111'111.-

250'000 = 3'730'400.-

* Combinations are also allowed in these prize categories:
 e.g. Fr. 5.- + Fr. 6.- = Fr. 11.-

Rules of Play

1. Choose one team with which you want to play the game. An opposing team will then be allocated automatically, and the penalty shoot-out will begin
2. In the penalty shoot-out, one shooter or one goalkeeper can be controlled alternately by clicking on one of the four fields. Each team can take five penalties.
 - a. If one team emerges as the clear winner before all the penalties have been taken, the penalty shoot-out ends automatically.
 - b. If there is no winner after five penalties each, then each team can take one penalty each until a winner is decided.
3. If your team wins the penalty shoot-out, you will be taken to the determination of prizes. For each goal more than the opposing team's score in the penalty shoot-out, one jersey can be clicked (e.g. two jerseys if the result is 4:2). The sum of money shown behind a jersey is won.
4. If your team loses the penalty shoot-out, the game ends without a prize.
5. The outcome of a game is not influenced by either the choice of team or the choice of corners during the penalty shoot-out.


Multiple wins are possible

Game Rules Online Instant Ticket «Elfmeter»

How to play

In order to be able to play the online instant ticket «Elfmeter», in accordance with Art. 3 of the Online Instant Ticket Products «Clix»: General Terms of Participation you need to be registered on the Swisslos Internet Gaming Platform (ISP).

If you are logged into the ISP, you can purchase a «Elfmeter» online instant ticket by clicking on the **Buy instant ticket** button in the instruction window. The purchase price will be debited directly from your balance and any prizes will be credited to you in accordance with Art. 25ff of the Terms for Online Participation. Without registering, you may also play the online instant ticket in a free demo version with an identical prize structure. In order to do so, you must click the **Try out instant ticket** button. Prizes won in the demo version cannot be paid out.

All sound effects can be switched on and off by clicking the   symbol.

Further provisions

The online instant ticket «Elfmeter» is also subject to the provisions of the present Game Rules, the Online Instant Ticket Products «Clix»: General Terms of Participation as well as the Terms for Online Participation.

In the event of any conflicts, the following provisions take priority.

If the **Buy instant ticket** field on the button for the online instant ticket product «Elfmeter» is clicked, an online instant «Elfmeter» ticket and the accompanying instructions for play will appear in a window. The purchase price will automatically be deducted from the balance in the player's wallet.

The player acknowledges that the online instant «Elfmeter» ticket randomly produced for him was pregenerated by the interactive gaming system. This means that, prior to the time of purchase, each online instant ticket was encoded with a unique instant ticket number and the result (i.e. the winning instant tickets) was determined in advance by the interactive gaming system by means of a draw. The instant ticket number appears in the lower section of the window for the online instant ticket; the instant ticket number is the sole indicator of the result of the lottery.

Consequently, by purchasing an online instant «Elfmeter» ticket, the player takes part in a game of chance in which neither skill nor the player's choice nor the graphic animation itself determines the outcome of the game.