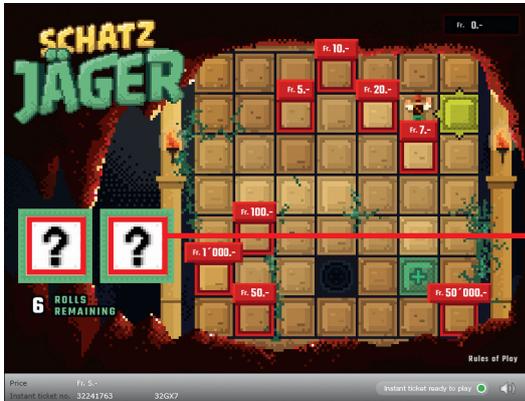


Game Rules for the Virtual Instant Ticket Product «SCHATZJÄGER»



Example: Win CHF 5.-



SCHATZJÄGER • Number of tickets: 400'000
 Price: CHF 5.- • Payout percentage: 64.08% • Prize percentage: 31.18% Total sales value: CHF 2'000'000.-

36'500	x	5.-	=	182'500.-
30'000	x	7.-	=	210'000.-
20'000	x	10.-	=	200'000.-
* 15'000	x	12.-	=	180'000.-
10'000	x	15.-	=	150'000.-
7'000	x	17.-	=	119'000.-
4'500	x	20.-	=	90'000.-
1'500	x	50.-	=	75'000.-
200	x	100.-	=	20'000.-
5	x	1'000.-	=	5'000.-
1	x	50'000.-	=	50'000.-

124'706 x = **1'281'500.-**

* Combinations are also allowed in these prize categories:
 e.g. Fr. 7.- + Fr. 10.- = Fr. 17.-

Rules of Play

1. Click on the dice to roll them.
2. The token moves the number of fields rolled in the direction shown.
3. If the token ends its moves on a field with an instant win, you win this amount immediately.
4. If the token ends its moves on the black bonus field, the token is moved to another field at random.
5. If the token ends its moves on the green bonus field, you receive an extra roll.
6. If the token ends its moves on the yellow bonus field, one of the prize money amounts CHF 5, CHF 7, CHF 10 or CHF 20 is selected at random. The amount selected can then be won in the remaining moves on five fields instead of just one field.
7. If the token moves outside of the playing area, it comes back into play on the opposite side of the playing area.
8. The game is over when the number of rolls remaining is zero.

Multiple wins are possible.

Game Rules for the Virtual Instant Ticket Product «SCHATZJÄGER»

How to play

In order to be able to play the virtual instant ticket product «SCHATZJÄGER», in accordance with Art. 3 of the General Terms and Rules for participation in Virtual Instant Ticket Lotteries (Terms and Rules for Virtual Instant Tickets) you need to be registered on the Swisslos Internet Gaming Platform (ISP).

If you are logged into the ISP, you can purchase a «SCHATZJÄGER» instant lottery 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. 30ff of the Terms and Rules for participation via the Internet Gaming Platform (Terms and Rules for Internet Games). Without registering, you may also play the 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 virtual instant ticket product «SCHATZJÄGER» is also subject to the provisions of the present Game Rules, the General Terms and Rules for participation in Virtual Instant Ticket Lotteries as well as the Terms and Rules for participation via the Internet Gaming Platform.

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

If the **Buy instant ticket** field on the button for the virtual instant ticket product «SCHATZJÄGER» is clicked, a virtual instant «SCHATZJÄGER» 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 virtual instant «SCHATZJÄGER» ticket randomly produced for him was pre-generated by the interactive gaming system. This means that, prior to the time of purchase, each virtual 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 virtual instant ticket; the instant ticket number is the sole indicator of the result of the lottery.

Consequently, by purchasing a virtual instant «SCHATZJÄGER» 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.