

Gültig ab: 31.Mai 2014

Happy Day Game Rules

Rules for the third phase of the third round (playing for an amount of money in the «Happymat» cash shower) during «Happy Day» shows

I. GENERAL PRINCIPLES

1. These Rules are supplementary to the Rules for participation in the Happy Day supplementary game in «Happy Day» TV shows (subsequently «Happy Day» show).
2. These Rules are provided to the candidates together with their invitation to the Happy Day show. The candidate consents to these Rules when definitively confirming their registration. Furthermore, a Swisslos representative discusses the provisions pertinent to these Rules with the third round candidates (subsequently «game candidates») or their representatives once more in good time before the live show. In the event of conflicts between the Rules for participation in the Happy Day supplementary game in «Happy Day» TV shows and these Rules, the provisions stipulated in these Rules take precedence.

II. ENTITLEMENT TO PARTICIPATE

3. The game candidates in the third phase of the third round are determined in accordance with the Rules for participation in the Happy Day supplementary game in «Happy Day» TV shows.
4. Only those people who are deemed by the draw master responsible at Swisslos to be psychologically and physically capable of making decisions and moving around safely and in line with the Game Rules in the «Happymat» cash shower are permitted to take part in the live show and the third round. If this is not the case, the game candidate is excluded from the live show and/or the third round. Furthermore, the provisions of point 21 of the Rules for participation in the Happy Day supplementary game in «Happy Day» TV shows apply analogously.
5. In the written invitation to take part in the third round, Swisslos specifies which items of clothing or shoes are unsuitable for the «Happymat» cash shower game. These may be items of clothing and shoes that for technical reasons present a hazard in the «Happymat» cash shower, or items of clothing and shoes that give game candidates (or their representatives) an advantage when collecting money. These include e.g. clothing made from synthetic fibres which can hold electrostatic charges, hoods of any kind, clothing with large pockets, any accessories such as scarves, large belts, handbags, and also loose dresses and skirts and other items of clothing into which bank notes can easily disappear.
6. Swisslos reserves the right to check whether the clothing and shoes worn by the game candidate (or their representative) meet the requirements, during the final rehearsal at the latest. Game candidates (or their representatives) wear-

ring clothing which is not permitted are given a deadline of half an hour before the start of the show to acquire appropriate clothing. If they are unable to do so, the draw master responsible at Swisslos may refuse to allow a game candidate (or their representative) to take part in the «Happymat» cash shower game.

7. If a game candidate (or their representative) is excluded from the live show and third round on the basis of point 4 and/or point 6, or if they are prevented from taking part in the «Happymat» cash shower game, they have time to nominate a representative (or even a second representative) up to half an hour before the start of the show. The following people are permitted to be representatives: capable people who have authorization to access the live show, can prove their identity (passport, ID, driving licence), meet the requirements in these Rules and are capable of communicating with the presenter of the Happy Day show in one of the three official languages (German, French or Italian). Irrespective of whether a proxy relationship exists, the person entitled to any prize is always the person whose name is on the Happy Day instant ticket coupon which was drawn and never the representative. The actions and decisions taken by the representative are binding and are always considered to have been made with the consent of the actual game candidate.

III. THE GAME

8. Prior to the live show, the «Happymat» cash shower is tested using unprinted paper notes with the same weight and size as the bank notes used in the live show.
9. Also prior to the live show, all game candidates (or their representatives) are shown the «Happymat» cash shower in operation.
10. Before the «Happymat» cash shower game begins, the sum of money to be deposited is counted by representatives from Swisslos and under the supervision of a supervisor using a bank note counting machine.
11. A representative from Swisslos places bank notes with a nominal value of CHF 500,000 into the «Happymat» cash shower in good time before the game starts.
12. It is possible to see into the «Happymat» cash shower on two sides through acrylic glass. It is also fitted with two air jets which provide the air circulation required using compressed air.
13. Before entering the «Happymat» cash shower, a special container for collecting the circulating bank notes is hung around the the game candidate's (or their representative's) neck.

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14. Once the game candidate (or their representative) has entered the «Happyamat» cash shower, the doors are closed and the pressurized air is started. The draw process, which lasts 20 (twenty) seconds, begins. During this time period, the game candidate (or their representative) has the opportunity to collect the circulating bank notes and deposit them into the collection container provided. As soon as the doors are opened, the game candidate (or their representative) leaves the «Happyamat» cash shower.
15. Collecting bank notes from the floor or the ceiling of the «Happyamat» cash shower is not permitted. Additionally, using aids, blocking or taking notes directly from the issue point, and collecting money while sitting or lying down are also not permitted.
16. In the event of one or more violations of these provisions, the draw master responsible at Swisslos, in consultation with the supervisor, can apply penalties which are defined in a separate penalty catalogue as an annex to these Rules. These penalties may range from a reduction in the amount of money collected to the entire game being declared void. If the entire game is declared void, the game candidate forfeits their entire claim to a prize. The penalties imposed also apply if the violations are carried out by the game candidate's representative. Decisions taken by the supervisor as well as results are final.

IV. THE PRIZE

17. After leaving the «Happyamat» cash shower, the collection container is taken from the game candidate (or their representative). Only the bank notes in the container are counted as having been collected. The content of the collection container is emptied into a weighing container and weighed on specialist scales; the sum is determined with the aid of a weight converter and shown on a display. The weighing container including its contents are then given to the draw master responsible at Swisslos.
18. The game candidate (or their representative) is then taken backstage with the draw master responsible at Swisslos, where the contents of the weighing container are counted using a bank note counting machine by a Swisslos representative in the presence of the game candidate (or their representative) and under the supervision of the supervisor. In any case and under any circumstances, the sum of money counted in the backstage area takes precedence over the amount shown on the display. This sum of money constitutes the prize.
19. The bank notes remaining in the «Happyamat» cash shower are then collected by Swisslos representatives and counted with the aid of a bank note counting machine by Swisslos representatives, under supervision of the supervisor. The game candidate (or their representative) remains with the supervisor until the total amount of money that was placed in the «Happyamat» cash shower has been accounted for.

20. If the sum of money counted (bank notes from the weighing container from the «Happyamat» cash shower) does not match the sum of money originally placed in the machine, the draw master responsible at Swisslos is authorized to have a neutral person check and feel the pockets and clothes of the game candidate (or their representative). In the event of discrepancies of more than CHF 5,000, images taken by the camera in the «Happyamat» cash shower may also be used if necessary.
21. If the «Happyamat» cash shower game cannot go ahead during the show for technical or organizational reasons, the game candidate (or their representative) receives a further chance to take part in the «Happyamat» cash shower game at the next opportunity (but not during the current show).
22. The name of the game candidate and their representative (if applicable) and the sum of money determined by the draw master responsible at Swisslos are all entered in a record. By signing the record, the game candidate (or their representative), the draw master responsible at Swisslos and the supervisor all confirm the correct running of the draw process and the amount of money won.
23. Following the deduction of withholding tax, the prize is transferred to an account of the game candidate's choice as quickly as possible after the show.
24. The sum of money played for in the «Happyamat» cash shower game is part of the prize structures for the Happy Day lottery product.

V. VARIOUS PROVISIONS

25. Swisslos reserves the right to make amendments to or supplement these Rules based on its experiences from live shows and with prior approval from the Swiss Lottery and Betting Board (Comlot).

Where the English, French or Italian version of these Rules deviates from the German version, the German version alone is binding.

These Rules were approved by the Swiss Lottery and Betting Board (Comlot) and apply as of 31 May 2014.

Annex: Penalty catalogue in accordance with article 16

Action	Penalty
1 x collecting from the floor	30% reduction
2 x collecting from the floor	80% reduction
3 x collecting from the floor	Disqualification
1 x collecting from the ceiling	30% reduction
2 x collecting from the ceiling	80% reduction
3 x collecting from the ceiling	Disqualification
Removing notes directly from the issue point	Disqualification
Blocking the issue point	Disqualification
Collecting notes while sitting	50% reduction
Collecting notes while lying down	50% reduction
Using aids	Disqualification