## Jewel Bingo Game Procedures

## Introduction

These are the Game Procedures for JEWEL 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: "JEWEL BINGO"
Game Number: "Game 1397"
Retail Sales Price: $£ 3$ per Scratchcard
There is a 1 in 3.44 overall chance of winning a Prize on each Scratchcard in this Game. There are 18,901,020 Scratchcard in the initial print run of this Game.

## How to play and win

The Play Area has six sections labelled as 'SCRATCH HERE FIRST CALLER'S CARD' (the CALLER'S CARD), 'CARD1', 'CARD 2', 'CARD3' and 'CARD 4' (the CARDS, each a CARD) and 'BONUS GAME'.

The CALLER'S CARD and the CARDS form the Main Game for the purpose of these Game Procedures.


Players can win up to 5 times on a Scratchcard.

## Main Game

Each CARD has a red prize table on the left hand side (the Prize Table) and on the right hand side has twenty - five squares which contain Play Symbols, twenty - three of which are numbers, one of which contains a motif and the middle square containing a $\mathbf{F}$ EE' Play Symbol (the Free Square).
The Main Game is played by first scratching off all of the coating on the CALLER'S CARD to reveal twenty numbers (the Bingo Numbers). You must then match the Bingo Numbers to the numbers shown on each of the CARD(S). In order to confirm and verify that a number on any of the CARD(S) matches a Bingo Number, You should scratch off the coating of the matching number on the relevant CARD(S) (a Matching Number).

To win a Prize as listed in the Prize Table on a 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
- 4Matching Numbers and a Free Square in a horizontal line; or
- 4Matching Numbers and a ' symbol in a horizontal line; or
- 3 Matching Numbers, a symbol and a Free Square in a horizontal line
Example


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

## COLUMN:

- 5Matching Numbers in a vertical line; or
- 4 Matching Numbers and a Free Square in a vertical line; or
-4 Matching Numbers and a' symbol in a vertical line; or
- 3 Matching Numbers, a symbol and a Free Square in a vertical line
Example


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

## DIAGONAL:

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

Example


NB-It is not possible to have more than 2 or more diagonal lines of Matching Numbers on one CARD.

## 4 CORNERS:

- A Matching Number in each of the 4 corners

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 You have a Scratchcard with a Winning Pattern that includes a 'symbol on a CARD You will, providing the requirements of the Rules and these Procedures are met, be entitled to double the amount of the Prize for that Winning Pattern as set out in the Prize Table for that CARD.

Play Symbols for CALLER'S CARD

| $\mathrm{S}_{\text {symals }}^{\text {pay }}$ | 01 | 02 | 03 | 04 | 05 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ${ }_{\text {symbols }}^{\text {pray }}$ | 06 | 07 | 08 | 09 | 10 |
| ${ }_{\text {symal }}^{\text {Pray }}$ | 11 | 12 | 13 | 14 | 15 |
| ${ }_{\text {Symals }}^{\text {Pral }}$ | 16 | 17 | 18 | 19 | 20 |
| ${ }_{\text {symals }}^{\text {pat }}$ | 21 | 22 | 23 | 24 | 25 |
| ${ }_{\text {symajols }}$ | 26 | 27 | 28 | 29 | 30 |
| ${ }_{\text {symal }}^{\text {pay }}$ | 31 | 32 | 33 | 34 | 35 |
| ${ }_{\text {symbols }}^{\text {pay }}$ | 36 | 37 | 38 | 39 | 40 |
| ${ }_{\text {symal }}^{\text {Pray }}$ | 41 | 42 | 43 | 44 | 45 |
| ${ }_{\text {symay }}^{\text {Pras }}$ | 46 | 47 | 48 | 49 | 50 |
| ${ }_{\text {symals }}^{\text {pray }}$ | 51 | 52 | 53 | 54 | 55 |
| ${ }_{\text {symay }}^{\text {Pals }}$ | 56 | 57 | 58 | 59 | 60 |
| ${ }_{\text {symay }}^{\text {Pads }}$ | 61 | 62 | 63 | 64 | 65 |
| ${ }_{\text {symmols }}^{\text {pray }}$ | 66 | 67 | 68 | 69 | 70 |
| ${ }_{\text {Symals }}^{\text {Pra }}$ | 71 | 72 | 73 | 74 | 75 |

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

| $\mathrm{S}_{\text {Symbla }}^{\text {Pat }}$ | 01 | 02 | 03 | 04 | 05 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ${ }_{\text {Symals }}^{\text {Spay }}$ | 06 | 07 | 08 | 09 | 10 |
| ${ }_{\text {Symbols }}^{\text {Pay }}$ | 11 | 12 | 13 | 14 | 15 |
| ${ }_{\text {Symbols }}^{\text {Pay }}$ | 16 | 17 | 18 | 19 | 20 |
|  | 21 | 22 | 23 | 24 | 25 |
|  | 26 | 27 | 28 | 29 | 30 |
| ${ }_{\substack{\text { Pray } \\ \text { Symols }}}^{\text {atal }}$ | 31 | 32 | 33 | 34 | 35 |
|  | 36 | 37 | 38 | 39 | 40 |
| ${ }_{\substack{\text { Prmals }}}^{\text {Pray }}$ | 41 | 42 | 43 | 44 | 45 |
| ${ }_{\text {Symals }}^{\text {Spay }}$ | 46 | 47 | 48 | 49 | 50 |
| ${ }_{\text {Symbols }}^{\text {Pay }}$ | 51 | 52 | 53 | 54 | 55 |


| ${ }_{\text {symals }}^{\text {Pray }}$ | 56 | 57 | 58 | 59 | 60 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $s_{\text {symals }}^{\text {Prab }}$ | 61 | 62 | 63 | 64 | 65 |
| ${ }_{\text {symal }}^{\text {Prab }}$ | 66 | 67 | 68 | 69 | 70 |
| ${ }_{\text {Symols }}^{\text {Pray }}$ | 71 | 72 | 73 | 74 | 75 |
| ${ }_{\text {Symala }}^{\text {Prab }}$ | $\mathrm{FR}_{\mathrm{EE}}$ | $\theta$ |  |  |  |

Twenty Play Symbols will appear under the coating of the CALLER'S CARD.
Twenty-three Play Symbols will appear on each CARD, plus one

motifand one ${ }^{\text {FREE }}$ Elay Symbol. Only the Play Symbols can be used to play the Main 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 confirm a Prize to which a Player may beentitled.

BONUS GAME
The BONUS GAME Play Area has one
 motif and the word 'PRIZE' (the Prize Box) directly below the

motif. You will, providing the requirements of the Rules and these Procedures are met, win a Prize if you reveal a
6) Play

Symbol with its matching Play Caption under the coating of the N 'motif in the BONUS GAME Play Area. The Prize will be equal to the amount of the Prize Symbol shown with its matching Prize Caption under the coating of the Prize Box directly below that 5 Play Symbol.
Play Symbols and Play Captions for BONUS GAME

| Play Symbols |  | $5$ |  | $\infty$ | 퐁 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Play Captions | RUBY- | GLDKEY | NKLCE | PKWTCH | GLDCUP |
| Expanded Play Captions | RUBY | GOLDKEY | NECKLACE | POCKET <br> WATCH | GOLDCUP |
| Play Symbols |  | (1) |  |  | $\square$ |
| Play Captions | -BAG- | -VAULT | CAMER | CLOUD | PHONE |
| Expanded Play Captions | BAG | VAULT | CAMERA | CLOUD | PHONE |
| Play Symbols |  | and | 部 | 笑 | $50$ |
| Play Captions | POUND | -COIN | -BANK | HOUSE | -WIN- |
| Expanded Play Captions | POUND | COIN | BANK | HOUSE | 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 <br> Symbols | $\mathbf{£ 3 . 0 0}$ | $\mathbf{£ 5 . 0 0}$ | £6.00 |
| :---: | :---: | :---: | :---: |
| Prize <br> Captions | THREE | -FIVE | -sIX- |
| Prize | $\mathbf{£ 1 0 . 0 0}$ | $\mathbf{£ 1 5 . 0 0}$ | $\mathbf{£ 2 0 . 0 0}$ |
| Symbols | -TEN- | FIFTN | TWNTY |
| Praptions | -TE |  |  |

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 in the BONUS GAME Play Area can be used to confirm the amount of a Prize You may be entitled to, if any, in respect of the BONUS GAME

Prize Amounts, Number of Prizes and Odds

| Prize Amount |  | Number OfPrizes In The Game At Start Of Game | Approx. Odds (1 In:) At Start Of Game | Tolerance For Odds OfWinning In Event OfA Further Print Run |
| :---: | :---: | :---: | :---: | :---: |
| Prize | Prize breakdown |  |  |  |
| €3 | CARD $1=€ 3$ | 314,989 | 61 | +/- 5.00\% |
| €3 | CARD $2=$ ¢ 3 | 630,062 | 30 | +/- 5.00\% |
| €3 | £3BONUS | 630,034 | 30 | +/- 5.00\% |
| €5 | CARD $1=£ 5$ | 629,941 | 30 | +/- 5.00\% |
| €5 | CARD $3=£ 5$ | 630,017 | 30 | +/- 5.00\% |
| €5 | CARD $4=$ ¢5 | 315,017 | 60 | +/- 5.00\% |
| €5 | £5BONUS | 189,046 | 100 | +/- 5.00\% |
| £6 | CARD 1 = £3 DOUBLED | 126,084 | 150 | +/- 5.00\% |
| £6 | CARD2 = €3 DOUBLED | 188,933 | 101 | +/- 5.00\% |
| £6 | £6BONUS | 126,084 | 150 | +/- 5.00\% |
| £6 | CARD $2=€ 3+£ 3$ BONUS | 188,933 | 101 | +/- 5.00\% |
| €10 | CARD $2=£ 10$ | 62,970 | 301 | +/- 5.00\% |
| €10 | CARD 3 $=€ 10$ | 126,084 | 150 | +/- 5.00\% |
| €10 | CARD1 $=$ £5 DOUBLED | 125,963 | 151 | +/- 5.00\% |
| €10 | CARD $3=£ 5$ DOUBLED | 125,971 | 151 | +/- 5.00\% |
| €10 | CARD $4=€ 5$ DOUBLED | 126,073 | 150 | +/- 5.00\% |
| €10 | CARD 1 $=€ 5+$ CARD $3=£ 5$ | 126,053 | 150 | +/- 5.00\% |
| €10 | £10 BONUS | 125,963 | 151 | +/- 5.00\% |
| €10 | CARD 3 $=€ 5+£ 5$ BONUS | 125,991 | 151 | +/- 5.00\% |
| €15 | CARD1 $=€ 15$ | 62,973 | 301 | +/- 5.00\% |
| €15 | CARD 3 $=£ 5$ DOUBLED + CARD $4=£ 5$ | 63,083 | 300 | +/- 5.00\% |
| €15 | CARD $2=£ 10+£ 5$ BONUS | 62,970 | 301 | +/- 5.00\% |
| €15 | £15BONUS | 63,001 | 301 | +/- 5.00\% |
| €20 | CARD 4 $=$ £20 | 63,083 | 300 | +/- 5.00\% |
| €20 | CARD 2 = £10 DOUBLED | 63,001 | 301 | +/- 5.00\% |
| €20 | CARD $3=$ ¢10 DOUBLED | 62,990 | 301 | +/- 5.00\% |
| €20 | $\begin{aligned} & \text { CARD 1 }=£ 5+\text { CARD } 4=£ 5+ \\ & \text { CARD } 2=€ 10 \end{aligned}$ | 62,970 | 301 | +/- 5.00\% |
| £20 | £20 BONUS | 62,973 | 301 | +/- 5.00\% |
| £40 | CARD $4=$ ¢20 DOUBLED | 3,744 | 5,049 | +/- 5.00\% |
| £40 | CARD $2=€ 40$ | 3,769 | 5,015 | +/- 5.00\% |


| Prize Amount |  | Number OfPrizes In The Game At Start Of Game | Approx. Odds (1 In:) At Start Of Game | Tolerance For Odds OfWinning In Event OfA Further Print Run |
| :---: | :---: | :---: | :---: | :---: |
| Prize | Prize breakdown |  |  |  |
| £40 | CARD $3=£ 40$ | 3,755 | 5,034 | +/- 5.00\% |
| €40 | $\begin{aligned} & \text { CARD } 1=£ 5+\text { CARD } 4=£ 5+\text { CARD } 2= \\ & \text { £10 }+ \text { CARD } 3=£ 10+£ 10 \text { BONUS } \end{aligned}$ | 3.757 | 5,031 | +/- 5.00\% |
| £100 | CARD $1=$ £100 | 267 | 70,791 | +/- 5.43\% |
| £100 | $\begin{aligned} & \text { CARD } 3=£ 5+\text { CARD } 1=£ 15+\text { CARD } 4 \\ & =£ 20+\mathrm{CARD} 2=£ 40+£ 20 \text { BONUS } \end{aligned}$ | 277 | 68,235 | +/- 5.43\% |
| €200 | CARD $4=€ 200$ | 255 | 74,122 | +/- 5.43\% |
| £200 | $\begin{aligned} & \text { CARD } 4=£ 5+\text { CARD } 3=£ 40+\text { CARD } 2 \\ & =£ 40+\text { CARD } 1=£ 100+£ 15 \text { BONUS } \end{aligned}$ | 279 | 67,746 | +/- 5.43\% |
| €1,000 | CARD $2=£ 1,000$ | 9 | 2,100,114 | +/- 36.55\% |
| €10,000 | CARD $3=£ 10,000$ | 3 | 6,300,340 | +/- 36.55\% |
| €300,000 | CARD $4=£ 300,000$ | 3 | 6,300,340 | +/- 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 03332345050 . Calls cost no mor 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 $68.00 \%$ of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcard for the Game is $£ 38,558,189$.
The number of Prizes in the initial print run of Scratchcards for the game relates to the number of Scratchcard recorded on Allwyn'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 withdrawn by Allwyn 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 Allwyn 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, the Procedures and any other information issued by Allwy in relation to this Game, the Rules will take priority followed by the Procedures and then any other information issued by Allwyn.

