

## Game Rules Online Instant Ticket «CrazyRun Reloaded»



Instant prize CHF 10.-  
(Line 1 and «Instant prizes»)



Doubling  
(Line 2: start and finish)



Example: Win CHF 16.-



**CrazyRun Reloaded • Number of tickets: 400'000**  
**Price: Fr. 6.- • Payout percentage: 65.72% • Prize**  
**percentage: 30.40% • Total sales value: CHF 2'400'000.-**

40'000	x	6.-	=	240'000.-
47'500	x	10.-	=	475'000.-
7'500	x	12.-	=	90'000.-
* 7'500	x	16.-	=	120'000.-
9'500	x	20.-	=	190'000.-
2'000	x	22.-	=	44'000.-
1'500	x	26.-	=	39'000.-
1'000	x	30.-	=	30'000.-
750	x	32.-	=	24'000.-
1'000	x	40.-	=	40'000.-
2'000	x	50.-	=	100'000.-
250	x	56.-	=	14'000.-
250	x	60.-	=	15'000.-
150	x	62.-	=	9'300.-
300	x	70.-	=	21'000.-
100	x	90.-	=	9'000.-
75	x	100.-	=	7'500.-
75	x	106.-	=	7'950.-
50	x	110.-	=	5'500.-
50	x	120.-	=	6'000.-
40	x	500.-	=	20'000.-
10	x	1'000.-	=	10'000.-
1	x	60'000.-	=	60'000.-

**121'601 x = 1'577'250.-**

\* Combinations are also allowed in these prize categories:  
 e.g. CHF 6.- + CHF 10.- = CHF 16.-

### Rules of Play

1. Click on the «Go» button to reveal an action symbol for each stretch of the course.
2. The symbol shown dictates the action carried out in the corresponding part of the course.

Symbol	Action
+ 1	The vehicle moves 1 field to the right
+ 2	The vehicle moves 2 fields to the right
+ 3	The vehicle moves 3 fields to the right
10.-	The player immediately wins 10 francs
20.-	The player immediately wins 20 francs
x2	The prize in the corresponding part of the course doubles

3. If no symbol is displayed in the action field, nothing happens and the corresponding vehicle stays where it is.
4. If a vehicle crosses the finish line, you win the prize shown.
5. The game ends when the «Go» button has been pressed six times.

Multiple wins are possible.

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## How to play

In order to be able to play the online instant ticket «CrazyRun Reloaded», 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 «CrazyRun Reloaded» 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 «CrazyRun Reloaded» 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 «CrazyRun Reloaded» is clicked, an online instant «CrazyRun Reloaded» 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 «CrazyRun Reloaded» ticket randomly produced for him was pre-generated 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 «CrazyRun Reloaded» 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.