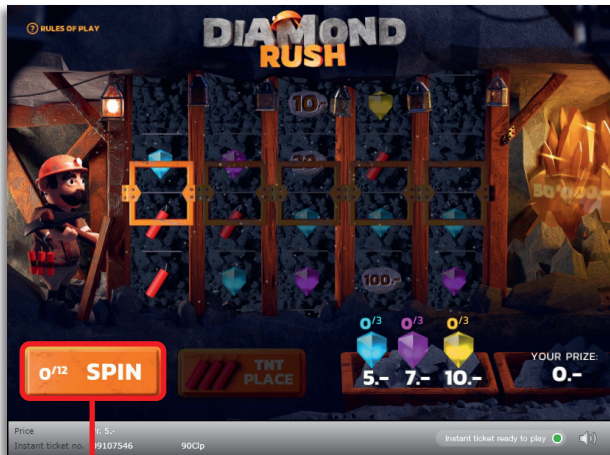


## Game Rules Online Instant Ticket «Diamond Rush»



**Diamond Rush • Number of tickets: 400'000**  
**Price: Fr. 5.- • Payout percentage: 64.65 % • Prize**  
**percentage: 31.99 % • Total sales value: Fr. 2'000'000.-**

|         |   |          |   |           |
|---------|---|----------|---|-----------|
| 40'000  | x | 5.-      | = | 200'000.- |
| 35'000  | x | 7.-      | = | 245'000.- |
| 30'000  | x | 10.-     | = | 300'000.- |
| * 3'000 | x | 12.-     | = | 36'000.-  |
| 5'000   | x | 15.-     | = | 75'000.-  |
| 2'000   | x | 17.-     | = | 34'000.-  |
| 10'000  | x | 20.-     | = | 200'000.- |
| 500     | x | 25.-     | = | 12'500.-  |
| 500     | x | 27.-     | = | 13'500.-  |
| 500     | x | 30.-     | = | 15'000.-  |
| 500     | x | 50.-     | = | 25'000.-  |
| 75      | x | 55.-     | = | 4'125.-   |
| 75      | x | 57.-     | = | 4'275.-   |
| 75      | x | 60.-     | = | 4'500.-   |
| 500     | x | 100.-    | = | 50'000.-  |
| 75      | x | 105.-    | = | 7'875.-   |
| 75      | x | 107.-    | = | 8'025.-   |
| 75      | x | 110.-    | = | 8'250.-   |
| 1       | x | 50'000.- | = | 50'000.-  |

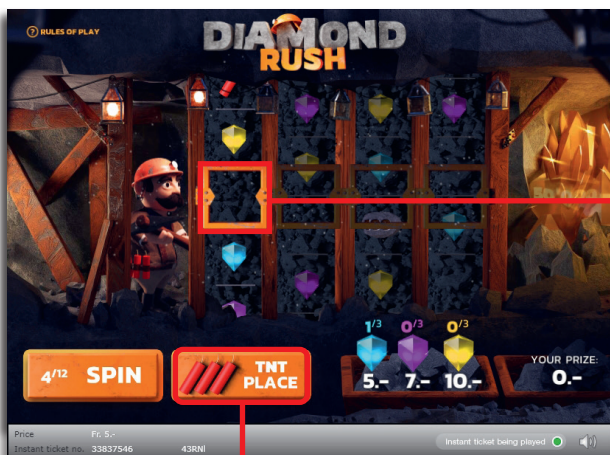
**127'951 x = 1'293'050.-**

\* Combinations are also allowed in these prize categories:  
e.g. CHF 5.- + CHF 7.- = CHF 12.-

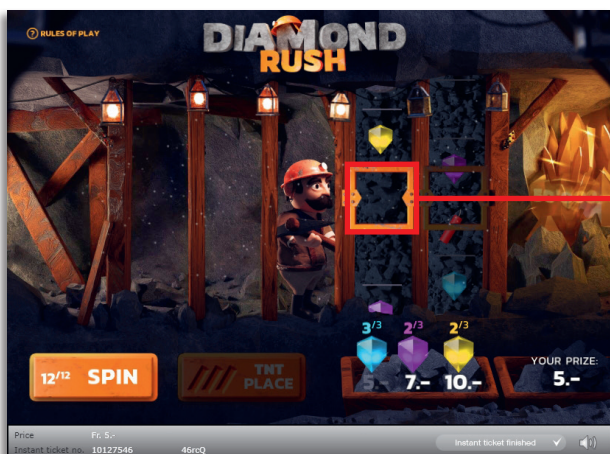
### Rules of Play

1. Click on the «SPIN» button to start a play.
2. If, after your play, the orange grid contains...
  - a. ... a blue, violet or yellow gem, this is collected and the corresponding field in the reel becomes empty. If you collect three gems of the same colour, you win the corresponding cash amount.
  - b. ... a cash amount, in the orange grid for the first time, this is marked. If the same cash amount appears in the grid again, this is won and the corresponding field in the reel becomes empty.
  - c. ... a stick of dynamite, you jump over the corresponding reel and can move forward to the next one. If you make it across all 5 reels, you win 50,000 francs.
  - d. ... an empty field, nothing happens.
3. If, after your play, you land on an empty field (as specified in point 2d) or a field that has become empty (2a & 2b), you can use the «PLACE TNT» button to place up to three additional sticks of dynamite. This will only take you across the corresponding reel, however, if you reach the same field again.
4. Where and whether additional sticks of dynamite can be placed has no influence on the outcome of the game.
5. The game ends after 12 plays or once all 5 reels have been crossed.

Multiple wins are possible.



Example: Win CHF 5.-



# Game Rules Online Instant Ticket «Diamond Rush»

## How to play

In order to be able to play the online instant ticket «Diamond Rush», 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 «Diamond Rush» 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 «Diamond Rush» 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 «Diamond Rush» is clicked, an online instant «Diamond Rush» 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 «Diamond Rush» 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 «Diamond Rush» 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.