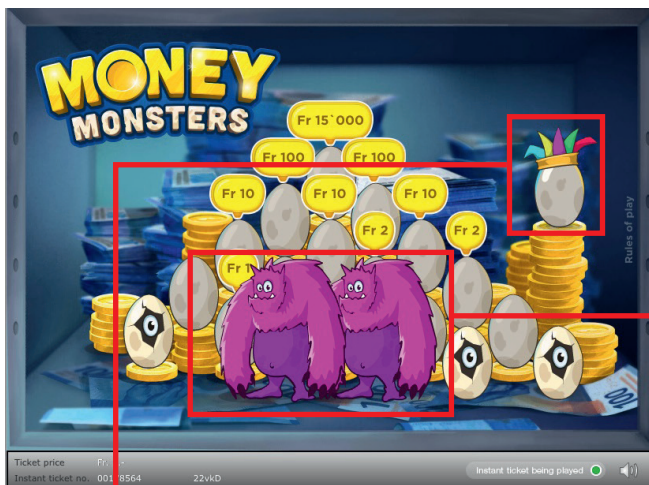


Game Rules Online Instant Ticket «Money Monsters CHF 2.–»



Example: Win CHF 12.–



Money Monsters • Number of tickets: 500'000
Price: CHF 2.– • Payout percentage: 61.41% • Prize percentage: 28.44% Total sales value: Fr. 1'000'000.–

21'360	x	1.–	=	21'360.–
45'000	x	2.–	=	90'000.–
* 30'000	x	3.–	=	90'000.–
15'000	x	4.–	=	60'000.–
10'000	x	5.–	=	50'000.–
6'000	x	10.–	=	60'000.–
5'000	x	11.–	=	55'000.–
3'000	x	12.–	=	36'000.–
2'000	x	13.–	=	26'000.–
1'500	x	14.–	=	21'000.–
1'500	x	15.–	=	22'500.–
500	x	22.–	=	11'000.–
500	x	23.–	=	11'500.–
200	x	24.–	=	4'800.–
300	x	25.–	=	7'500.–
100	x	35.–	=	3'500.–
44	x	122.–	=	5'368.–
43	x	123.–	=	5'289.–
42	x	124.–	=	5'208.–
41	x	125.–	=	5'125.–
40	x	135.–	=	5'400.–
10	x	235.–	=	2'350.–
1	x	15'235.–	=	15'235.–

142'181 x = 614'135.–

* Combinations are also allowed in these prize categories:
e.g. CHF 2.– + CHF 10.– = CHF 12.–

Rules of Play

1. Click on the clickable monster eggs in the pyramid in any order. A monster will hatch out of each clicked egg.
2. If you find two identical monsters, they will automatically move off the pyramid, freeing up more monster eggs to click from among those left.
3. If a monster allocated an amount of money leaves the pyramid, you win the corresponding amount.
4. If no more eggs can be played in the pyramid, the joker egg at the edge of the screen will be activated. After you click the egg, a monster will hatch out of it again. If you uncover a pair of monsters again, the game continues.
5. The game is over when there are no more clickable monster eggs.


Multiple wins possible

Game Rules Online Instant Ticket «Money Monsters CHF 2.–»

How to play

In order to be able to play the online instant ticket «Money Monsters CHF 2.–», 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 «Money Monsters CHF 2.–» 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 «Money Monsters CHF 2.–» 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 «Money Monsters CHF 2.–» is clicked, an online instant «Money Monsters CHF 2.–» 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 «Money Monsters CHF 2.–» 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 «Money Monsters CHF 2.–» 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.