## Diamond Maze Game Procedures

## Introduction

These are the Game Procedures for DIAMOND MAZE (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: "DIAMOND MAZE"
Game Number: "Game 1419"
Retail Sales Price: $£ 5$ per Scratchcard
There is 1 in 3.58 overall chance of winning a Prize on each Scratchcard in this Game. There are 8,084,520 Scratchcards in the initial print run of this Game.

## How to play and win

The Play Area is made up of four sections, one labelled 'SCRATCH HERE FIRST-YOUR COORDINATES' (the "Your Coordinates Section"), a grid labelled 'MAIN GAME PLAYING GRID' (the "Main Game Playing Grid"), a table labelled 'PRIZE TABLE' (the "Prize Table") and the BONUS GAME.

## MAIN GAME PLAYING GRID

The Your Coordinates Section consists of twenty-one
 motifs (the colours and shapes of which will vary).

## Under the coating of each motif is a coordinate which is made up of

 one letter and one number (each a "Coordinate Play Symbol", together the "Coordinate Play Symbols").
The Main Game Playing Grid consists of fifty-six squares, each with a coordinate comprising of a number and letter located on the corresponding column and row of the Main Game Playing Grid. At the top of each column on the Main Game Playing Grid is a number from 1-7 and on the left of each row on the Main Game Playing Grid is a letter from A (top row) to H (bottom row).

The Prize Table consists of the following motifs and associated text:
'GEM'

'HELMET'

'MAP'

'TORCH'

'GOL DEY'

(individually an "Object", together the "Objects") and the word 'PRIZE' (the "Prize Box") below each of the Objects.

To play，first scratch off all of the coating of each motif（the colours and shapes of which will vary）in the Your Coordinates Section to reveal twenty－one Coordinate Play Symbols．Then scratch off only those squares on the Main Game Playing Grid that have the corresponding letter and number combinations as the Coordinate Play Symbols
revealed under the coating of each
motifin the Your Coordinates Section．
You will，providing the requirements of the Rules and these Procedures are met，win a Prize if，after scratching off the coating of only those squares in the Main Game Playing Grid that have the corresponding letter and number
combinations as the Coordinate Play Symbols revealed under the coating of each

motif in the Your Coordinates Section，You reveal Play Symbols for the Main Game Playing Grid（＂Main Game Playing Grid Play Symbols＂）which form a complete Object（s）under the coating in the Main Game Playing Grid．If a complete Object in the Main Game Playing Grid is revealed from the corresponding letter and number combinations as the Coordinate Play Symbols，scratch off the coating of that Object in the Prize Table and 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 in the Prize Table immediately below that Object．
Players can win up to 6 times on a Scratchcard．
Coordinate Play Symbols for the Your Coordinates Section

| smos AT | a | 08 |  | A | A | 析 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| smow ${ }^{\text {ma }}$ | B2 | B3 | B4 | B6 | B6 | B |
| smom ${ }^{\text {mo }}$ | c2 | c3 | C3 | ¢ | C6 | c） |
| smoud（D］ | D2 | D3 | D4 | D3 | D6 | D7 |
| smous ${ }^{\text {mo }}$ | 52 | E3 | ［4 | T5 | E6 | F2 |
| smou［丁］ | F2 | F3 | F¢ | ［6］ | ［F6 | 凹 |
| smous ${ }^{\text {mo }}$ | G2 | G3 | G4 | G 6 | G6 | G7 |
| smos Mu |  |  |  |  |  |  |

Twenty－one Coordinate Play Symbols will appear under the coating of the Your Coordinates Section．Only the Coordinate Play Symbols can be used to play the Main Game．

Main Game Playing Grid Play Symbols

| GEMPlay <br> Symbol <br> HELMET <br> Play <br> Symbols |  |
| :---: | :---: |
| MAPPlay |  |
| Symbols |  |


| TORCH Play Symbols |  |
| :---: | :---: |
| SPADE Play Symbols | $\mathbb{S}_{501}^{501} \frac{7^{502}}{502}{ }^{503}$ |
| GOLD <br> KEYPlay <br> Symbols |  |
| HOLDING Play Symbol | IH/4y |

One Main Game Playing Grid Play Symbol will appear in each of the fifty-six squares under the coating of the Main Game Playing Grid. Only those Main Game Playing Grid Play Symbols which You reveal by scratching off the coating on the Main Game Playing Grid squares which correspond with the Coordinate Play Symbols revealed under the coating of the Your Coordinates Section, can be used to confirm the amount of a Prize You may be entitled to, if any, in the Prize Table.
The GEM Object will consist of one square denoted by the lettering GM1, as shown in the first row of the Main Game Playing Grid Play Symbols table above.
The HELMET Object will consist of two squares, each showing different images but denoted by the lettering HT1 and HT2, as shown in the second row of the Main Game Playing Grid Play Symbols table above.
The MAP Object will consist of three squares, each showing different images but denoted by the lettering MP1 to MP3, as shown in the third row of the Main Game Playing Grid Play Symbols table above.
The TORCH Object will consist of four squares, each showing different images but denoted by the lettering TO1 to TO4, as shown in the fourth row of the Main Game Playing Grid Play Symbols table above.

The SPADE Object will consist of five squares, each showing different images but denoted by the lettering SD1 to SD5, as shown in the fifth row of the Main Game Playing Grid Play Symbols table above.
The GOLD KEY Object will consist of six squares, each showing different images but denoted by the lettering GK1 to GK6, as shown in the sixth row of the Main Game Playing Grid Play Symbols table above.
Main Game Playing Grid Play Symbols from one Object cannot be combined with Main Game Playing Grid Play Symbols from any other Object(s) to win.
All other squares in the Main Game Playing Grid will contain a row of the Main Game Playing Grid Play Symbols table above.

Prize Symbols and Prize Captions for Prize Table

| GEMPrize <br> Symbols | $\mathbf{£ 5 . 0 0}$ | $\mathbf{£ 1 0 . 0 0}$ | $\mathbf{£ 1 5 . 0 0}$ |
| :---: | :---: | :---: | :---: |
| GEMPrize <br> Captions | -FIVE | -TEN- | FIFTN |


| HELMETPrize <br> Symbors | $\mathbf{£ 5 . 0 0}$ | $\mathbf{£ 1 0 . 0 0}$ | $\mathbf{£ 1 5 . 0 0}$ | $\mathbf{£ 2 0 . 0 0}$ | $\mathbf{£ 5 0 . 0 0}$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
| HELMETPrize <br> Captions | -FIVE | -TEN- | FIFTN | TWNTY | FIFTY |


| Mapprie | £10.00 | £15.00 | £20.00 | £50.00 | £100 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Map Prie <br> Captions | -TE | Fifm | тwnt | FiftY | -Hund |


|  | £15.00 | £20.00 | £50.00 | £100 | £500 | £1,000 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | fifm | тwnty | FifTY | -HuND | fuhun | -тнои |




One Prize Symbol with its matching Prize Caption will appear under the coating of each Prize Box in the Prize Table. If a complete Object in the Main Game Playing Grid is revealed from the corresponding letter and number combinations in the Your Coordinates Section, then only the Prize Symbol for that Object and its matching Prize Caption under the coating of a Prize Box can be used to confirm the amount of a Prize You may be entitled to, if any.

BONUS GAME
The BONUS GAME Play Area has one
 motif and the word 'PRIZE' (the "Prize Box") immediately below that RONUS每 motif. You will, providing the requirements of the Rules and these Procedures are met, win a Prize if You reveal Play Symbol with its matching Play Caption under the coating of the GONUS. motif in the BONUS GAME Play Area. The Prize will be equal to the amount of the Prize Symbol with its matching Prize Caption shown under the coating of the Prize Box immediately below that 'S6', Play Symbol.

Play Symbols and Play Captions for BONUS GAME


One Play Symbol with its matching Play Caption will appear under the coating of the row 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 | $\mathbf{£ 5 . 0 0}$ | $\mathbf{£ 1 0 . 0 0}$ | $\mathbf{£ 1 5 . 0 0}$ | $\mathbf{£ 2 0 . 0 0}$ | $\mathbf{£ 5 0 . 0 0}$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Prize <br> Captions | -FIVE | -TEN- | FIFTN | TWNTY | FIFTY |

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 Symbols and Prize Captions can be used to confirm the amount of a Prize You may be entitled to, if any, in respect of revealing a ' 6 ' Play Symbol in 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 |  |  |  |
| €5 | €5 | 539,064 | 15 | +/- 5.00\% |
| €5 | £5BONUS | 269,479 | 30 | +/- 5.00\% |
| €10 | £10 | 269,484 | 30 | +/- 5.00\% |
| £10 | £5 $\times 2$ | 134,742 | 60 | +/- 5.00\% |
| €10 | £5+£5BONUS | 215,585 | 38 | +/- 5.00\% |
| €10 | £10BONUS | 188,641 | 43 | +/- 5.00\% |
| £15 | £15 | 134,742 | 60 | +/- 5.00\% |
| £15 | £15BONUS | 53,848 | 151 | +/- 5.00\% |
| £15 | $(£ 5 \times 2)+£ 5$ BONUS | 215,636 | 38 | +/- 5.00\% |
| €20 | €20 | 80,843 | 100 | +/- 5.00\% |
| €20 | €20 BONUS | 53,899 | 150 | +/- 5.00\% |
| £20 | £5+£10+£5 BONUS | 80,843 | 100 | +/- 5.00\% |
| £50 | €50 | 3,337 | 2,423 | +/- 5.00\% |
| €50 | €50 BONUS | 3,574 | 2,263 | +/- 5.00\% |
| €50 | $(£ 5 \times 2)+£ 10+£ 20+£ 10$ BONUS | 3,218 | 2,513 | +/- 5.00\% |
| £50 | $(£ 5 \times 2)+£ 15+£ 20+£ 5$ BONUS | 3,472 | 2,329 | +/- 5.00\% |
| €100 | £100 | 958 | 8,439 | +/- 5.00\% |
| £100 | $(£ 10 \times 3)+£ 15+£ 50+£ 5$ BONUS | 2,258 | 3,581 | +/- 5.00\% |
| £100 | $(£ 15 \times 3)+(£ 20 \times 2)+£ 15$ BONUS | 2,237 | 3,614 | +/- 5.00\% |
| €500 | £500 | 253 | 31,955 | +/- 5.43\% |
| £1,000 | €1,000 | 126 | 64,163 | +/- 8.91\% |
| €5,000 | €5,000 | 8 | 1,010,565 | +/- 36.55\% |
| €50,000 | €50,000 | 4 | 2,021,130 | +/- 36.55\% |
| €1,000,000 | €1,000,000 | 4 | 2,021,130 | +/- 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 more 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 $69.81 \%$ of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcard for the Game is $£ 28,220,175$.
The number of Prizes in the initial print run of Scratchcards for the Game relates to the number of Scratchcards 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 are 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 Allwyn in relation to this Game, the Rules will take priority followed by the Procedures and then any other information issued by Allwyn.

