



**National  
Lottery**



## Game Rules for Instant Game 216

### “Money Multiplier 20X”



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# The National Lottery

## Rules for Instant Game 216 Money Multiplier 20X

While the COVID-19 health restrictions are in place, prize winners may be unable to attend National Lottery HQ in order to claim their prize. In order to assist prize winners with making a claim during these restrictions, postal claims can be facilitated under certain circumstances. Please contact the PLI Claims Team on 1800 666 222 (Mon-Fri, 9.15 am – 5.30pm) for assistance. PLI reserves the right to withdraw this service at any time once the Covid-19 restrictions are removed.

The following sets forth the Game Rules for an instant lottery game (hereinafter known as “**Money Multiplier 20X**”) which is to be operated by Premier Lotteries Ireland Designated Activity Company (hereinafter known as ‘the Company’) as part of The National Lottery.

The game will commence on a date to be announced, and will continue until the Company publicly announces a termination date.

These Game Rules have been approved by the Regulator in accordance with Section 45 of The National Lottery Act 2013.

### General

1. These Game Rules are governed by The National Lottery Act 2013 and the General Rules for National Lottery Games.
2. The Company reserves the right to vary these Game Rules subject to the consent of the Regulator.
3. The official address to which correspondence must be sent is:

**The National Lottery**

**Abbey Street Lower**



**Dublin 1**

4. A code of practice governing relations between participants in National Lottery games and the National Lottery is available to download from the National Lottery’s website [www.lottery.ie](http://www.lottery.ie).

### Definitions

The following words and terms will have the following meanings unless the context clearly indicates otherwise:

1. **Act** means The National Lottery Act 2013.
2. **Bar-code** means the machine-readable arrangement of numbers and parallel lines of different widths printed on the back of each Ticket which can be electronically scanned.
3. **Book** means a batch of 20 fan-folded Tickets bearing a common Book number.
4. **Chief Executive** means the person appointed by the Company for the time being to be its Chief Executive or any other person to whom the Chief Executive’s authority is lawfully delegated.

5. **Data Matrix Bar-code** means the machine-readable arrangement of numbers and black and white cells printed on the front of the Ticket under the scratch-off covering which can be electronically scanned for the purpose of validation.
6. **Game/Book/Ticket Number** means the 12-character numeric code printed to show on the bottom of the Ticket below the scratch-off areas and on the back of each Ticket.
7. **Instant Prize** means: (i) the prize shown which is won if any of the Play Symbols revealed under “WINNING NUMBERS” in the Play Area on a single Ticket match any of the Play Symbols revealed under “YOUR NUMBERS” in the Play Area on a single Ticket; and/or (ii) twenty times the prize shown under the  Play Symbol when a  Play Symbol is revealed under “YOUR NUMBERS” in the Play Area on a single Ticket.
8. **Play Area** means the latex-covered panels on the front of the Ticket.
9. **Play Symbols** means the numbers and their matching captions which appear in the Play Area of the Ticket. These Play Symbols are derived from the following set:

01	02	03	04	06	07	08	09	11	12	13	14	15	16	17
ONE	TWO	THREE	FOUR	SIX	SEVEN	EIGHT	NINE	ELEVEN	TWELVE	THIRTEEN	FOURTEEN	FIFTEEN	SIXTEEN	SEVENTEEN
18	19	21	22	23	24	25	26	27	28	29	30	20X		
EIGHTEEN	NINETEEN	TWENTYONE	TWENTYTWO	TWENTYTHREE	TWENTYFOUR	TWENTYFIVE	TWENTYSIX	TWENTYSEVEN	TWENTYEIGHT	TWENTYNINE	THIRTY	PRIZE		

10. **Prize Symbols** means the symbols and their matching captions which appear under the Play Symbols in the “YOUR NUMBERS” section of the Play Area of the Ticket. These Prize Symbols are derived from the following set:
- |      |     |        |       |            |            |             |              |              |              |                 |                      |
|------|-----|--------|-------|------------|------------|-------------|--------------|--------------|--------------|-----------------|----------------------|
| €5   | €10 | €20    | €50   | €100       | €200       | €500        | €1000        | €2000        | €10000       | €20000          | €100000              |
| FIVE | TEN | TWENTY | FIFTY | ONEHUNDRED | TWOHUNDRED | FIVEHUNDRED | ONE THOUSAND | TWO THOUSAND | TEN THOUSAND | TWENTY THOUSAND | ONE HUNDRED THOUSAND |
11. **Retail Sales Agent** means a person(s), corporate body or partnership appointed by the Company to be a National Lottery sales agent at specified location(s) under Section 42 of the Act.
  12. **The Company** means Premier Lotteries Ireland Designated Activity Company.
  13. **The Minister** means the minister for Public Expenditure and Reform or his successor in title.
  14. **The Regulator** means the person appointed as Regulator of the National Lottery under Section 7 of the Act or the Minister acting under Section 8 of the Act.
  15. **Ticket** means a National Lottery **Money Multiplier 20X** Ticket issued by the Company for sale to the general public.
  16. **Validation/Security Number** means the multi-digit numeric code which appears underneath the removable covering on the front of the Ticket and enables validation.
  17. **Weighted Average Prize Percentage** means 66.00% of the value of all Tickets in the game.

## Governing Law and Rules

In purchasing a Ticket, the purchaser agrees to abide by the Law of Ireland, the Act, The General Rules for National Lottery Games, and these Game Rules.

## Ticket Price

The price of a **Money Multiplier 20X** Ticket will be €5.

## Purchase and Prize Restrictions

No Ticket shall be purchased by, and no Instant Prize shall be paid to, any officer or employee of the Company or any contractor or sub-contractor involved in the production of **Money Multiplier 20X** Tickets or any other person prohibited by the Act from purchasing, owning, or claiming on a Ticket.

## Prosecution

Any person who alters or attempts to alter a Ticket with a view to obtaining an Instant Prize, or any person who purchases, owns, or claims on a Ticket and is not entitled to do so, is liable to criminal prosecution.



## Retail Sales Agent Conduct

1. Retail Sales Agents are prohibited from exchanging books with other Retail Sales Agents.
2. Prior to payment of any Instant Prize, Retail Sales Agents must verify the win through the central validation system.
3. Retail Sales Agents must denote completed payment of a winning Ticket by punching a hole through the Bar-Code on the Ticket and retaining the Ticket until the book has been sold.
4. Retail Sales Agents are prohibited by law from selling National Lottery Tickets to persons under 18 years of age.

## Determination of Prize Winners

Players can win up to twenty Instant Prizes on a single Money Multiplier 20X Ticket.

If one or more Play Symbols revealed under the “WINNING NUMBERS” panel in the Play Area on a single Ticket match one or more of the Play Symbols revealed under the “YOUR NUMBERS” panel in the Play Area on a single Ticket, the owner of the Ticket is entitled to an Instant Prize to the value shown in the Prize Symbol under the matching Play Symbols.

If a  Play Symbol is revealed under “YOUR NUMBERS” in the Play Area on a single Ticket, the owner of the Ticket is entitled to an Instant Prize to the value of twenty times the amount of the Prize Symbol shown under that  Play Symbol in the Play Area.

## Ticket Validation

To be a valid **Money Multiplier 20X** National Lottery Ticket the following conditions must be met:

1. Exactly five Play Symbols and their correct captions must appear in the “WINNING NUMBERS” section of the Play Area and exactly twenty Play Symbols and their correct captions must appear in the “YOUR NUMBERS” section of the Play Area.

2. Each of the Play Symbols and their correct captions must be present in their entirety, must be fully legible and must be printed in grey/black ink.
3. Exactly twenty Prize Symbols and their correct captions must appear in the “YOUR NUMBERS” section of the Play Area.
4. Each of the Prize Symbols and their correct captions must be present in their entirety, must be fully legible and must be printed in grey/black ink.
5. The Validation/Security Number must be present in its entirety, must be fully legible, must be printed in grey/black ink and must correspond, using the Company's codes, to the apparent Play Symbols and Prize Symbols on the Ticket.
6. The Ticket must be fully intact.
7. The Game/Book/Ticket Number must be present in its entirety, must be fully legible, and must be printed in grey/black ink.
8. The Bar-code must be present in its entirety, must be readable, and must be printed in grey/black ink.
9. The Data Matrix Bar-code must be present in its entirety, must be readable and must be printed in grey/black ink.
10. The Ticket must not be mutilated, altered, unreadable, or tampered with in any manner.
11. The Ticket must not be counterfeit in whole or in part.
12. The Ticket must have been issued by the Company in an authorised manner.
13. The Ticket must have been purchased through an authorised Retail Sales Agent and be purchased before the official close of Game.
14. The Ticket must not be stolen.
15. The Play Symbols, Prize Symbols, Game/Book/Ticket Number and Validation/Security Number must be right-side-up and not reversed in any manner.
16. The Ticket must be complete, not blank, or partially blank, must not have a hole punched through it, must not be miscut, must not be marked void, and must have exactly twenty five Play Symbols and their correct captions, exactly twenty Prize Symbols and their correct captions, exactly one Validation/Security Number, and exactly one Game/Book/Ticket Number on both the front and the back.
17. The Validation/Security Number of all winning Tickets must appear on the Company's official file, and only one Instant Prize payment will be made on any individual winning Ticket.
18. The Ticket must not be misregistered, defective, or produced in error.
19. Each of the Play Symbols and Prize Symbols and their captions appearing on the Ticket must be printed in accordance with the official font schedule for Game 216 Money Multiplier 20X as agreed between the Company and the Ticket manufacturer.
20. The Validation/Security Number must be printed in accordance with the official font schedule for Game 216 Money Multiplier 20X as agreed between the Company and the Ticket manufacturer.

21. The Game/Book/Ticket Number must be printed in accordance with the official font schedule for Game 216 Money Multiplier 20X as agreed between the Company and the Ticket manufacturer.
22. The display printing must not be irregular in any respect.
23. The Ticket must pass all additional confidential validation tests of the Company. Any Ticket not passing all the validation tests mentioned is void and is ineligible for any Instant Prize. In all cases of doubt the decision of the Company will be final and binding. However, the Company may, at its discretion, replace an invalid Ticket with an unplayed Ticket or Tickets. Should a defective Ticket be purchased the only responsibility of the Company shall be the replacement of the defective Ticket with an unplayed Ticket of equivalent sales price.

### **Ticket Responsibility**

1. The Company will not be responsible for lost or stolen Tickets.
2. The Company will not be responsible for Tickets redeemed in error for a lower Instant Prize at a Retail Sales Agent location. In the event that the matter cannot be resolved directly with the relevant Retail Sales Agent, then the winner can contact the Company requesting that the Company follow up with the Retail Sales Agent, as appropriate.
3. The Company shall not be obliged to pay any Instant Prizes which are not claimed within 90 days of the announced end of the game.
4. Where a winning Ticket is presented either to the Company or its authorised Retail Sales Agent by a person other than the purchaser and the Ticket passes all the Company's validation tests, the payment of the Instant Prize shall discharge the Company from any liability to the purchaser. In all other cases, the Company will be discharged from any liability after payment of Instant Prizes.

### **Payment of Prizes**

1. Instant Prizes of €5, €10, €20, €50 and €100, may be redeemed:
  - in exchange for a completed winning Ticket and following Ticket validation procedure at:
    - o any Retail Sales Agent; and
    - o all Prize Claim Centre Agents; and
    - o National Lottery Headquarters; or
  - by posting the signed Ticket complete with name and address, to the Company's headquarters at the claimant's sole risk.
2. Instant Prizes of €200, €500, €1,000 and €2,000, may be redeemed:
  - in exchange for a completed winning Ticket and following Ticket validation procedure at:
    - o a Retail Sales Agent, with the Retail Sales Agent's consent; and
    - o all Prize Claim Centre Agents; and
    - o National Lottery Headquarters; or

- by posting the signed Ticket complete with name and address, to the Company's headquarters at the claimant's sole risk (for Instant Prizes of €500, €1,000 and €2,000 a copy of suitable Photo ID (e.g. current passport, current driving licence etc.) must be included.
3. Instant Prizes of €10,000 may be redeemed:
    - in exchange for a completed winning Ticket and following Ticket validation procedure at all Prize Claim Centre Agents; or
    - by posting the Ticket, together with a completed claim form and a copy of a suitable Photo ID (e.g. current passport, current driving licence etc.) to the Company's headquarters at the claimant's sole risk.
    - in exchange for a completed winning Ticket and following Ticket validation procedure at National Lottery Headquarters.
  4. A list of the Prize Claim Agents is available at [www.lottery.ie](http://www.lottery.ie).
  5. Instant Prizes of €20,000 and €100,000 must be claimed at National Lottery Headquarters.
  6. Instant Prizes must be claimed within 90 days of the announced end of the game.
  7. The Company will be discharged from any liability after payment or posting of Instant Prizes.
  8. After the expiration of 90 days from the announced end of the game, unclaimed Instant Prizes will be forfeited. For Instant Prizes which may only be claimed from Prize Claim Centre Agents or from the Company's headquarters in the event that the 90th day falls on a Saturday, Sunday or public holiday, the time limit shall expire at 5.30 pm on the next working day. The unclaimed prize money shall be allocated to a special reserve fund to be utilised by the Company in accordance with the National Lottery Licence.

### **Instant Prizes**

1. The total number of Instant Prize winning Tickets in the game as designed shall be no less than 185,005.
2. The total value of all Instant Prizes that are available to win in the game represents 66.00% of the value of all Tickets in the game, being the Weighted Average Prize Percentage.
3. The odds of winning an Instant Prize are 1 in 3.78 on average.
4. At time of purchase some Instant Prizes may have already been won.



## Prize Amounts, Number of Prizes and Odds

Prize Amount	Description	Approximate Odds 1 in	No. of Winners in Game	No. of Tickets in Game 700,000
€5	FIVE	8.97	78,000	
€10	TEN	20.00	35,000	
€10	€5 + €5	17.95	39,000	
€20	TWENTY	87.50	8,000	
€20	€10 + €10	35.90	19,500	
€50	FIFTY	194.44	3,600	
€100	ONEHUN	3,181.82	220	
€100	€5 (20X)	700.00	1,000	
€100	€5 x 20	2,500.00	280	
€200	TWOHUN	17,500.00	40	
€200	€10 (20X)	2,800.00	250	
€500	FIVEHUN	7,777.78	90	
€1,000	ONETHOU	116,666.67	6	
€1,000	€50 (20X)	140,000.00	5	
€2,000	TWOTHOU	700,000.00	1	
€2,000	€100 (20X)	100,000.00	7	
€10,000	TENTHOU	700,000.00	1	
€10,000	€500 (20X)	350,000.00	2	
€20,000	TWYTHOU	700,000.00	1	
€20,000	€1,000 (20X)	700,000.00	1	
€100,000	ONEHUNTHOU	700,000.00	1	

The figures above are based on a complete sale of all Tickets in the game.

## Termination of Game

The Company will announce a termination date for the game after which no further Tickets may be sold. Such announcement or announcements will be disseminated through media used to advertise or promote the game or through other normal communications media.