SWISSLO

4001000

=

=

=

=

=

=

1'100.-

1'110.-

1'120.-

1'200.-

10'000.-

241'930.-

110.-

111.-

112.-

120.-

10'000.-

Game Rules Online Instant Ticket «Flash Cash»

~









Flash Cash • Number of tickets: 400'000 Price: CHF 1 • Payout percentage: 60.48% • Prize percentage: 23.23% • Total sales value: CHF 400'000					
	40'000	х	1.–	=	40'000
	37'000	х	2	=	74'000
*	6'000	Х	3.–	=	18'000.–
	4'000	Х	4	=	16'000.–
	1'500	Х	5	=	7'500.–
	2'500	Х	10.–	=	25'000
	250	Х	11.–	=	2'750.–
	250	Х	12.–	=	3'000.–
	200	Х	13.–	=	2'600.–
	200	Х	14	=	2'800.–
	500	Х	20	=	10'000
	100	Х	21	=	2'100
	100	Х	22	=	2'200
	50	Х	23	=	1'150.–
	50	Х	24	=	1'200.–
	150	Х	100	=	15'000
	10	Х	101	=	1'010
	10	Х	102	=	1'020
	10	Х	103	=	1'030.–
	10	Х	104.–	=	1'040.–

• Number of the laster

* Combinations are also allowed in these prize categories: e.g. CHF 1.- + CHF 2.- = CHF 3.-

х

х

х

х

х

Х

Rules of Play

10

10

10

10

1

92'931

- 1. Click on the «PLACE» button to arrange the six prize amounts and the two Replay symbols randomly in the game area.
- 2. If you are not happy with how the prize amounts and the Replay symbols have been arranged, you can have them rearranged as many times as you wish using the «PLACE AGAIN» button.
- 3. Then press «START».
- 4. If any of the balls land on an amount, you win that amount
- 5. If any of the balls land on «REPLAY», you win an additional round, which is in turn played as set out in points 2 to 4. The only difference is that you will not have the option of winning another «REPLAY» here.
- 6. The choice you make with regard to how your prize amounts are placed and the number of times you place them has no influence on the potential win.

Multiple wins are possible.

Game Rules Online Instant Ticket «Flash Cash»

How to play

In order to be able to play the online instant ticket «Flash Cash», 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 «Flash Cash» 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 interval definition in the clicking the definition of the symbol.

Further provisions

The online instant ticket «Flash Cash» 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 «Flash Cash» is clicked, an online instant «Flash Cash» 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 «Flash Cash» 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 «Flash Cash» 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.