

Game Rules Online Instant Ticket «Smile Express»



Example: Win CHF 5.-



Smile Express • Number of tickets: 500'000
Price: CHF 2.- • Payout percentage: 61.16% • Prize percentage: 28.32% • Total sales value: CHF 1'000'000.-

20'000	x	1.-	=	20'000.-
* 45'000	x	2.-	=	90'000.-
25'000	x	3.-	=	75'000.-
15'000	x	4.-	=	60'000.-
10'000	x	5.-	=	50'000.-
5'000	x	6.-	=	30'000.-
4'000	x	7.-	=	28'000.-
3'000	x	8.-	=	24'000.-
2'000	x	9.-	=	18'000.-
7'500	x	10.-	=	75'000.-
750	x	11.-	=	8'250.-
750	x	12.-	=	9'000.-
2'500	x	20.-	=	50'000.-
300	x	25.-	=	7'500.-
200	x	30.-	=	6'000.-
500	x	50.-	=	25'000.-
30	x	55.-	=	1'650.-
20	x	60.-	=	1'200.-
20	x	100.-	=	2'000.-
10	x	101.-	=	1'010.-
10	x	200.-	=	2'000.-
5	x	202.-	=	1'010.-
3	x	1'000.-	=	3'000.-
2	x	2'000.-	=	4'000.-
1	x	20'000.-	=	20'000.-

141'601 x = 611'620.-

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

Rules of Play

1. Play Games 1 to 3 by clicking on the fields with a question mark. Behind every field you will uncover either a joker smiley, a smiley from the prize display shown below the game, or a "wrong" smiley.
2. In each game, you can click fields until all three of the smileys from the prize display plus the joker smiley have been found or you have uncovered a "wrong" smiley.
3. If you manage to uncover all three smileys from the prize display, you win the corresponding cash amount.
4. If you manage to uncover the joker smiley in every game, you can start the bonus game at the end. In the bonus game, you can spin the lucky wheel to win either a cash amount or an extra round.
5. Games 4 to 6 are activated if you win an extra round. These are played in the same way as Games 1 to 3, the only difference being that there are no more joker smileys to be uncovered.

Multiple wins are possible.

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How to play

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