

Game Rules Online Instant Ticket «Smile Twist»



Smile Twist • Number of tickets: 400'000 • Price: Fr. 10.–
Payout percentage: 67.09 % • Prize percentage: 34.60 %
Total sales value: Fr. 4'000'000.–

50'000	x	10.–	=	500'000.–
40'000	x	15.–	=	600'000.–
20'000	x	20.–	=	400'000.–
* 10'000	x	25.–	=	250'000.–
8'000	x	30.–	=	240'000.–
2'500	x	35.–	=	87'500.–
5'000	x	50.–	=	250'000.–
1'000	x	65.–	=	65'000.–
500	x	70.–	=	35'000.–
1'000	x	100.–	=	100'000.–
200	x	110.–	=	22'000.–
200	x	120.–	=	24'000.–
10	x	1'000.–	=	10'000.–
1	x	100'000.–	=	100'000.–

138'411 X = 2'683'500.–

* Combinations are also allowed in these prize categories:
e.g. Fr. 10.– + Fr. 15.– = Fr. 25.–

Rules of Play

1. Click on the «Play button» to start a play.
2. In each play, there is a cross in the middle of four fields. The corresponding fields are then moved as follows or become part of the lucky wheel:
 - 90° rotation: The content of each of the four fields is moved clockwise by 90°. (The centre of the cross forms the rotation axis.)
 - 180° rotation: The content of each of the four fields is moved clockwise by 180°.
 - 270° rotation: The content of each of the four fields is moved clockwise by 270°.
 - Horizontal switch: The content of the two fields to the left in the cross take the position to the right of it, and vice-versa.
 - Vertical switch: The content of the two fields uppermost in the cross take the position below, and vice versa.
3. If, by moving the fields, the player brings at least three smileys of the same type directly next to one another in a vertical or horizontal line, the number of smileys in the corresponding line of the prize key will be credited as points.



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4. If, by moving the fields, the player moves the bomb and fire symbols so that both have an adjacent edge, all smileys adjacent to the bomb will be credited as points in the prize key.
5. If a player draws the lucky wheel during a play (in accordance with point 2), one of the four smileys adjacent to the cross will be drawn and credited as a point for the corresponding smiley.
6. If points are earned through three or more of the same, directly adjacent smileys in a line, the lucky wheel or the combination of bomb and fire points, the corresponding smileys and the bomb and fire symbols disappear from the matrix, the smileys above them fall into the vacated fields, and new smileys fall from above to take their place.
7. The movement as described in point 6 can give rise to further situations with new lines of three or more of the same smileys directly adjacent to each other, or to adjacent bomb and fire symbols (in accordance with points 3 and 4). If this is the case, points 3 and 4, and possibly point 6, are repeated until the matrix is filled in a way in which no additional points can be won. This is when the play ends.
8. If the player has earned the number of points needed for a smiley type as shown in the prize key, the player wins the associated cash amount.
 - a. For each smiley type, the player wins a maximum of the higher of the two cash amounts initially shown
 - b. Multiple wins are possible in the sense that players can win with more than one smiley type.
9. Up to two additional plays can be won in each game if the number of points required is achieved for the corresponding smiley type.




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How to play

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