



Regulating the  
National Lottery

# £4 Million Colour Pulsed Interactive Instant Win Game

Licence under Section 6 of  
The National Lottery etc. Act 1993

# Section 6

GAMBLING  
COMMISSION

**LICENCE UNDER SECTION 6 OF  
THE NATIONAL LOTTERY ETC. ACT 1993**

**£4 MILLION COLOUR PULSED INTERACTIVE INSTANT WIN GAME  
(AVAILABLE ON HTML5 AND FLASH)**

**January 2016**

**LICENCE UNDER SECTION 6 OF  
THE NATIONAL LOTTERY ETC. ACT 1993**

1. The Gambling Commission in exercise of the powers conferred on it by Section 6 of the National Lottery Act hereby grants to Camelot UK Lotteries Limited a licence to promote a lottery of the description specified in Schedule 2 hereto subject to the conditions contained in Schedule 3 hereto.
2. This licence shall have effect from 04 August 2015 and (unless suspended or revoked pursuant to the provisions of the National Lottery Act and/or the Section 5 Licence) shall have effect until whichever is the earlier of (i) 03 August 2017, or (ii) the date on which the Section 5 Licence determines for whatever reason.

**Signed on behalf of the Gambling Commission**

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**Head of National Lottery Licensing and Enforcement**

**January 2016**

**£4 MILLION COLOUR PULSED INTERACTIVE INSTANT WIN GAME**

**Issue 1**

**Version 2**

## **SCHEDULE 1: Interpretation**

1. In this licence (including the Schedules):

“Account” means, in relation to a Registered Player, the notional account described as an account maintained by such Registered Player on the Interactive Platform;

“Code of Practice” means the Code of Practice as set out in Schedule 4;

“Expected Prize Payout Percentage” means the Prize Payout Percentage set out in the Game Procedures of any Game that the relevant Game or licensed lottery of which it is a part is expected to achieve;

“Game” means a particular way in which Plays are offered to players, being a combination of a Player Interface and the Prize Payout Structure for that Licensed Lottery, each such Prize Payout Structure being potentially associated with more than one Player Interface in one or more Licensed Lotteries;

“Game Design” means the visual representation of a particular Licensed Lottery to a Player including inter alia the means of identifying whether a Player has won a prize;

“Game Landing Screen” means a screen on the Interactive Platform on which the Games available to players to play are pictorially depicted, and/or a link is provided to such Games;

“Game Procedures” means procedures to which any particular Licensed Lottery may be subject;

“Game Rules” means the Rules for Interactive Instant Win games as approved by the Commission under Condition 7.16 of the Third Licence;

“Game Specific Rules” means any rules or conditions issued by the Licensee in addition to or in substitution of the Game Rules and which apply only to a particular Game;

“Licensed Lottery/Licensed Lotteries” means the lottery/lotteries which can be played by Registered Players over the Interactive Platform the promotion of which is authorised by this licence;

“a Play” means the purchase of an entry by a Registered Player in a Licensed Lottery and the subsequent participation by that Registered Player in that Licensed Lottery. Each such play shall constitute the purchase of a separate chance in the relevant Licensed Lottery;

“Player Interface” means the visual and, if appropriate, audio representation to the player of a Licensed Lottery including inter alia the means of identifying whether the Player has won a prize, each Player Interface being potentially associated with more than one Licensed Lottery;

“Prize Payout Percentage” means the proportion which the total value of prizes represents as a percentage of the total face value of the Plays sold in a Licensed Lottery;

“Prize Payout Structure” means the number and value of the prize tiers within a Licensed Lottery and the odds of winning a prize at each tier;

“Prizewinner” means a person who has won a prize in any Licensed Lottery;

“Third Licence” means the licence granted on 1 February 2009 by the Commission in exercise of the powers conferred on it by Section 5 of the National Lottery Act; and

“Top Prize” and “Top Prizes” means the highest prize or prizes that may be won in a Game.

2. Unless the context otherwise requires the interpretation provisions contained in Condition 2 to the Third Licence shall apply to this Licence as if that condition were incorporated in this Licence.
3. So far as not inconsistent therewith, words and expressions defined in the Third Licence shall bear the same meaning in this Licence as they have in the Third Licence.
4. Words or expressions used in these conditions to which a meaning is given for the purposes of Part I of the Act shall have the same meaning as in the relevant National Lottery Act and, so far as not inconsistent therewith, words and expressions defined in the Third Licence shall bear the same meaning herein.
5. Nothing in these conditions shall in any way limit or prejudice the effect of or any obligation of the Licensee to comply with any regulations which may be made by the Secretary of State under Section 12 of the National Lottery Act, whether made before or at any time after the date of this Licence.

## **SCHEDULE 2: Description of the Licensed Lottery**

### **1. Name**

A lottery may be promoted under this licence which shall be known as the £4 Million Colour Pulsed Interactive Instant Win game. Only one Colour Pulsed version of the game shall be available at any time and for the purposes of this Licence will be known as the "Licensed Lottery" for the time in which it is available.

### **2. Licensed lottery**

- (1) The lottery promoted under this licence shall consist of a maximum number of one hundred and twenty (120) million Plays for which the odds of winning a prize within each tier of prizes are the same for each Play in the lottery.
- (2) Subject to paragraph (5) below:
  - (a) any Licensed Lottery that is a simple lottery for the purposes of the Gambling Act 2005 must have a single Prize Payout Structure.
  - (b) the Licensed Lottery may have any number of Player Interfaces.
- (3) The Licensee may adopt any Player Interface for this Licensed Lottery during the period of this licence provided that each such Player Interface shall at all times comply with the Code of Practice.
- (4) The Licensee shall ensure that the Prize Payout Structure for the Licensed Lottery shall at all times accord with the provisions of Schedule 5.
- (5) This Licensed Lottery and each Play in the Licensed Lottery shall have a unique identifier so that each such Play is associated with the Licensed Lottery in which it represents the purchase of an entry.
- (6) This Licensed Lottery shall be a game of chance and shall not rely on the use of skill, and the outcome of any Play shall not be affected by any action taken by a player in relation to the relevant Play.

### **3. Independence of Plays**

The Licensee shall ensure that each Play in the Licensed Lottery is independent and shall have no impact on any other Play in the Licensed Lottery.

## **SCHEDULE 3:            Conditions<sup>1</sup>**

1. The Licensee shall comply, and shall procure that the lottery licensed here under shall comply, with Schedule 2 of this licence.

### **2. Legality**

The Licensee shall ensure that this Licensed Lottery operates as a lawful lottery and that no Player is misled as to the nature of this Licensed Lottery.

### **3. Game Procedures**

All Game Procedures shall be approved by the Commission prior to the launch of the Game. Any Game Procedures shall be deemed to be so approved if they comply with the terms of the relevant template approved from time to time by the Commission.

### **4. Code of Practice**

- (1) The Licensee shall adopt, maintain and comply with the Code of Practice.
- (2) The Licensee shall not make any changes to the Code of Practice without the prior written consent of the Commission. For the avoidance of doubt, this condition shall not affect any exercise by the Licensee of its discretion where specifically provided by the Code of Practice.
- (3) The Code of Practice shall, inter alia, establish the restrictions to be observed by the Licensee in developing the Player Interfaces for the lottery to be promoted under this licence.

### **5. Player information**

- (1) The Licensee shall ensure that the following information is available on the Interactive Platform where Plays in the Licensed Lottery are available for sale:
  - (a) price per Play in the Licensed Lottery;
  - (b) the Game Procedures which are accessible via the Game Landing Screen;
  - (c) the method by which any Registered Player may set or change his or her System Limits; and
  - (d) further information on the operating systems and browser types supporting the licensed lottery.

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<sup>1</sup> Schedule 3 Condition 17 varied by consent on 28 January 2016

- (2) The Licensee shall ensure that the following information is available on the Interactive Platform to each Registered Player where Plays in this Licensed Lottery are available for sale:
- (a) the balance in his or her Account at any given time;
  - (b) details of all Games played by a Registered Player (including the outcome of each Play) and of all financial information relating to the use by that Registered Player of his Account for the preceding 180 day period (subject always to a Registered Player's right to obtain a complete history of such details from the Licensee in accordance with the Interactive Account Terms and Conditions for such longer period as the Registered Player shall require);
  - (c) the extent to which a player has limited certain aspects of his or her participation in the Licensed Lottery, as provided for in the Interactive Account Terms and Conditions;
  - (d) the matters set out in Condition 2(6) of Schedule 2, as well as the fact that the outcome of any Play is predetermined by the Interactive Platform at the point of purchase of a Play by a Registered Player;
  - (e) the method by which a Registered Player may set or change his or her System Limits; and
  - (f) any information so required by the Commission in its reasonable discretion.

## **6. Sale of a Play**

An entry in a Licensed Lottery shall be treated as sold by the Licensee to a Registered Player and that Registered Player shall be irrevocably committed to participating in that Licensed Lottery when he or she indicates his or her consent to making a Play in accordance with the Account Terms and/or the Game Rules (and/or the relevant Game Specific Rules, if appropriate), and at such time part of the funds available in that Player's Account shall be drawn down from that Account to purchase the entry in the relevant Licensed Lottery.

## **7. Player eligibility**

Plays in the Licensed Lottery shall only be accepted from Registered Players.

## **8. Price per Play<sup>2</sup>**

- (1) The price of a Play in this Licensed Lottery shall be £10 (ten pounds sterling)
- (2) It is agreed that a Licensed Lottery optimised for play via HTML5 that has the same Game name and has the same Prize Payout Structure as a Licensed Lottery that is optimised for play via FLASH (on sale at the same time) will count as one Licensed Lottery, regardless of any differences in the Player Interface.

## **9. Rights reserved to the Gambling Commission**

- (1) Notwithstanding any approval or consent provided under Condition 3 and 4 of

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<sup>2</sup> Schedule 3 Condition 8 varied by consent on 28 January 2016



this Schedule, the Commission reserves the right to require the Licensee at any time to make any amendments it shall in its absolute discretion consider appropriate to a Player Interface for this Licensed Lottery. The Commission shall provide the Licensee with no less than 24 hours notice of its requirements. In addition, the Commission reserves the right to require the Licensee to immediately suspend the use of any Player Interface pending the amendment of such Player Interface and its subsequent approval by the Commission.

- (2) The Commission reserves the right to require the Licensee to declare defective a "Play", "Claimed Play" or "Game" (as such terms are defined in the Interactive Account Terms and Conditions and/or the Game Rules (or the relevant Game Specific Rules, if appropriate)).
- (3) The Licensee shall forthwith comply with any requirements the Commission shall notify to it pursuant to this Condition 9.

## **10. Privacy**

- (1) Save as required by law, the Licensee shall not disclose the identity of
  - (a) any Player, any Registered Player or any Prizewinner without the prior consent of that Player, Registered Player or Prizewinner.
  - (b) any other person or persons identified by a Prizewinner (a) as a member of the Prizewinner's playing group (being any group of persons who have agreed to contribute to a pool of funds for the purpose of playing a Licensed Lottery) and (b) as thereby entitled to a share of the Prizewinner's prize (provided that the Licensee shall be entitled, for the purposes of this condition, to rely, without further enquiry, on the accuracy, completeness and comprehensiveness of any such identification).

## **11. Provision of information**

- (1) The Commission shall specify to the Licensee the information that it requires from the Licensee for this Licensed Lottery. The Licensee shall provide the required information to the Commission within 24 hours of the Game being made available for sale to players or within 24 hours of the introduction of a new Player Interface.
- (2) At regular intervals to be specified by the Commission (including, but not limited to, on termination of each Licensed Lottery), the Licensee shall provide the Commission with a report detailing:
  - (a) the number of Plays sold for each Licensed Lottery; and
  - (b) the number of prizes won at each prize tier level in each Licensed Lottery.
- (3) The Licensee shall provide regular reports to the Commission on trends in participation in the Licensed Lottery by Registered Players on a basis to be specified by the Commission.
- (4) The Licensee shall advise the Commission of changes to player-facing screens on the Interactive Platform on a basis to be specified by the Commission after consulting with the Licensee.
- (5) Without prejudice to the generality of condition 11(3) above, the Licensee

shall provide the Commission with such reports as the Commission shall request in writing to assist it in monitoring whether any Game or Games is or are being played, or likely to be played, excessively. Such reports shall be in such form and contain such information as the Commission shall specify after consulting the Licensee and shall be available to the Commission from no later than 28 days of receipt by the Licensee of the relevant written request.

- (6) The provisions of this condition 11 shall be without prejudice to the rights of the Commission in relation to the provision, inspection of accounts and access to information contained in condition 10 of the Third Licence.

## **12. Withdrawal of a Licensed Lottery**

The Licensee shall forthwith withdraw the Licensed Lottery when so required by the Commission at its sole discretion.

## **13. Public announcements**

The Licensee shall make such public or other announcements as the Commission shall direct with a view to remedying any failure by the Licensee to comply with the terms of this licence (or preventing any such failure where it has not yet occurred) if the Commission reasonably believes that such announcement is appropriate or necessary in order to protect the interests of participants in a Licensed Lottery. Any such announcement shall be made at the expense of the Licensee and may be required to be made by way of any electronic means, including on the Interactive Platform, or by way of paid advertisement in such number of national or regional newspapers as the Commission may specify or by way of circulars posted to participants in a Licensed Lottery or in such other manner (including paid television or radio advertisement) as the Commission may reasonably require.

## **14. Suspension of the Third Licence**

If the Third Licence is suspended under paragraph 7 of Schedule 3 to the Act the Licensee shall not promote this Licensed Lottery pursuant to this licence (and in particular shall not permit any Plays to be made in this Licensed Lottery) without the prior consent of the Commission.

## **15. Excessive Participation**

If in the opinion of the Commission the promotion of this Licensed Lottery shall, alone or together with any other factor, including but not limited to the promotion of any other Licensed Lottery, have resulted or be likely to result in excessive participation in any Constituent Lottery by any person or group of persons or generally, it may require the Licensee to suspend (from such date and for such period as it may specify or indefinitely) the promotion of or sale of future Plays for that Licensed Lottery.

## **16. General**

- (1) Any Condition contained in the Third Licence that is relevant to or bears upon the promotion of the Licensed Lottery by the Licensee pursuant to this Licence, including, but without limitation, Condition 7, shall, so far as is not inconsistent with this Licence, apply to this Licence as if that condition were incorporated in this Licence.

- (2) The Commission's rights and remedies pursuant to this Licence in relation to a breach of any condition that has been incorporated into this Licence by virtue of Condition 16(1) shall be restricted to the revocation of this Licence.
- (3) Nothing in this Condition 16 shall restrict the Commission's rights or remedies pursuant to the Third Licence that is also a breach of this Licence by virtue of Condition 16(1).

## **SCHEDULE 4: £4 Million Colour Pulsed Interactive Instant Win Game– Code of Practice**

### **ACCESSIBILITY**

Camelot will develop its interactive services and games in line with industry best practice, with emphasis on usability, compatibility, security for browsers and catering for disabilities. Camelot will continue to develop the sites to maintain the widest availability.

The use of any potentially damaging effects in animation and/or game play will be avoided, including strobe effects. In addition, game play will not incorporate subliminal messaging.

### **EXCESSIVE PLAY**

Camelot will not market the game in a way that might encourage excessive play habits.

In order to assist a player to control their play, the Interactive offering shall incorporate functionality that enables a registered player to manage their own play habits.

### **GAME NAME AND SUBJECT MATTER**

The game will be presented clearly, showing the price point and details of the prizes on offer together with an explanation of how the game is played.

The Game and Player Interfaces shall comply with the requirements of all relevant legislation (including subordinate legislation and the rules of statutorily recognised regulatory authorities) for the time being in force or applicable in the United Kingdom.

As the game is visually similar to a game available in retail, it must be clearly identified as a separate game.

If the game is re-released it will be clearly indicated as being a new game.

Where a previous Player Interface is linked to a different Prize Structure, this change of Prize Structure will be made clear to Players.

## **UNDERAGE PLAY**

It is illegal to sell National Lottery Products to people under the age of 16. Camelot will prohibit people under the age of 16 from playing National Lottery Interactive Instant Win Games, through the adoption of age verification mechanisms during registration.

In addition, no suggestion should be made in the design of the game or in their advertising or promotion that under 16s can participate. For example, without prejudice to the generality of this requirement, the Licensee shall ensure that nobody under the age of 16 is referred to in the Game Name or depicted in the Game Design.

The Licensee shall take all steps that may reasonably be required to minimise the risk that the game will have particular appeal to under 16s. For example, without prejudice to the generality of this requirement, the Game Name or Game Design should not feature any personality, whether real or fictitious, whose example people under 16 are likely to follow or who has particular appeal to people under 16.

## **SCHEDULE 5: Prize Payout Structure**

- (1) Subject to the Commission specifying a different range, the Expected Prize Payout Percentage for this Licensed Lottery shall be 72%.
- (2) The chance of winning any prize in this Licensed Lottery shall remain the same for each Play made in this Licensed Lottery.
- (3) Save with the prior written consent of the Commission, the chance of winning a prize in the lowest prize tier in this Licensed Lottery shall not be more than three times the combined chance of winning a prize other than one in the lowest prize tier in this Licensed Lottery.
- (4) In order to be promoted pursuant to this licence, the lottery must offer Players the chance to win the following:
  - (a) a cash prize where such prize is payable to the Player in a single lump sum;
- (5) Subject to the Commission specifying a lower amount, the upper limit on Top Prizes will be:
  - (a) £4million payable to the Player in a single lump sum.

**APPENDIX 1**

**GAME PROCEDURES FOR THE LICENSED LOTTERY**

**£4 MILLION COLOUR PULSED INTERACTIVE INSTANT WIN GAME**

# Game Procedures – HTML5 version<sup>3</sup>

**Game:** £4 MILLION COLOUR PULSED

**Game:** £4 MILLION COLOUR PULSE

## **Introduction**

These are the Game Procedures (the “Procedures”) for £4 MILLION COLOUR PULSE (the “Game”). When You play the Game, these Procedures, the Rules for Interactive Instant Win Games (“the Rules”) and the Account Terms apply. All of these documents can be found on the National Lottery website.

Any word or term in these Procedures that has 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:** £4 MILLION COLOUR PULSE

**Game Price:** £10

There is a 1 in 2.5 overall chance of winning a Prize on each Play of the Game. The expected prize payout percentage for this game is 72.00%.

This Game is a game of chance. The outcome of a Play in the Game is predetermined by Camelot’s Computer System at the point of purchase. You are not required to exercise any skill or judgement to win a Prize.

## **How to play and win**


Each Play has its own Play Number - this can be found on the Game outcome screen once the Game has been finished and in the “My Games” section of Your Account.


If You are playing on a mobile device or tablet, at the start of a Play, You’re presented with a Game Window which shows a ‘PLAY’ button. The words: ‘WIN UP TO £4 MILLION’ are also displayed. On selecting ‘PLAY’, You’re presented with a Game Play Window displaying two boxes labelled GAME 1 and GAME 2 (the ‘Games’). On the right of the Game Play Window is an arrow which You can press to view and play GAME 3, GAME 4 and GAME 5.

If You are playing on a desktop device, at the start of a Play, You’re presented with a Game Play Window displaying five boxes labelled GAME 1, GAME 2, GAME 3, GAME 4 and GAME 5 (the ‘Games’).

The Games can be played in any order.

### Game 1

Game 1 has four money bag motifs each with a PRIZE motif underneath it. Below Game 1 is the instruction: ‘GAME 1: ‘Find a  to win.’

To start a Play, You must select either a money bag or PRIZE motif. On selecting a money bag motif, one of the following symbols will be revealed: a necklace, gold bars, a silver briefcase, a blue and silver vault, a treasure chest, a house, a ring or a  (the ‘Symbols’) and a monetary amount (the

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<sup>3</sup> Game procedures varied by consent on 28 January 2016



'Prize') will be revealed directly below that Symbol. On selecting a PRIZE motif the Prize will be revealed and the Symbol directly above that PRIZE motif will reveal automatically.

If You reveal a 🌟 the Prize will turn gold. The 🌟 and Prize will be highlighted for the remainder of the Game to indicate that You have won that Prize.

#### Game 2

Game 2 has three rows labelled ROW 1, ROW 2 and ROW 3 (the 'Rows'). Each Row has two pound sign (£) motifs, a plus sign between the two pound sign motifs, an equals sign after the pound sign motifs, a question mark motif and at the end of the Row, a PRIZE motif. Below Game 2 is the instruction: 'GAME 2: In a ROW, if the two numbers add up to TEN win PRIZE.'

To start a Play, You must select either a pound sign or a PRIZE motif. On selecting a pound sign motif, both pound sign motifs in that Row will reveal a number between 1 and 9, the question mark in that Row will then reveal the sum of those numbers and the PRIZE motif in that Row will reveal a monetary amount (the 'Prize'). On selecting a PRIZE motif the Prize will be revealed, each pound sign motif in that Row will reveal a number between 1 and 9 and the question mark in that Row will then reveal the sum of those numbers.

If the two numbers under the pound signs in one Row add up to exactly 10 (and the number '10' is displayed under the question mark motif next to the PRIZE motif), the numbers and the Prize will turn gold to indicate that You have won the Prize for that Row. The numbers and Prize in that Row will be highlighted for the remainder of the Game to indicate that You have won the Prize for that Row.

#### Game 3

Game 3 has three rows labelled ROW 1, ROW 2 and ROW 3 (the 'Rows'). Each Row has two diamond motifs (one in the 'YOURS' column and one in the 'THEIRS' column) and a PRIZE motif. Below Game 3 is the instruction: 'GAME 3: In a ROW, if YOURS weighs more than THEIRS win PRIZE.'

To start a Play, You must select either a diamond or a PRIZE motif. On selecting a diamond motif, each diamond motif in that Row will reveal a weight from 10g to 30g and the PRIZE motif in that Row will automatically reveal a monetary amount (the 'Prize'). On selecting a PRIZE motif the Prize will be revealed, and each diamond motif in that Row will then reveal a weight from 10g to 30g.

In a Row, if the weight in the YOURS column is greater than the weight in the THEIRS column, then the weights and the Prize will highlight and turn gold to indicate that You have won the Prize for that Row. They will remain highlighted for the remainder of the Game to indicate that You have won the Prize for that Row.

#### Game 4

Game 4 has three rows labelled ROW 1, ROW 2 and ROW 3 (the 'Rows'). Each Row has two 'money clip' motifs (each a 'Money Clip') and a PRIZE motif. Below Game 4 is the instruction: 'GAME 4: In a ROW, match two symbols to win PRIZE.' To start a Play You must select either a Money Clip or a PRIZE motif. On selecting a Money Clip, both Money Clips in that Row will reveal one of the following symbols: a motorcycle, gold safe, silver bars, a helicopter, gold coins, a watch, a green gem, a yellow car, a bottle of champagne or a blue diamond (the 'Symbols'). The PRIZE motif in that Row will also automatically reveal a monetary amount (the 'Prize'). On selecting a PRIZE motif the Prize will be revealed, and each Money clip in that Row will reveal a Symbol.

If You reveal two matching Symbols in a Row, the Prize for that Row will turn gold and the Symbols and the Prize will remain highlighted for the remainder of the Game to indicate that You have won the Prize for that Row.

## Game 5

Game 5 has eight 'wad of notes' motifs ( the 'Wads') in the 'YOUR SYMBOLS' section with PRIZE motifs underneath them, and two gold coins displaying a crossed fingers motif (the 'Coins') in the 'WINNING SYMBOLS' section. Below Game 5 is the instruction: 'GAME 5: Match either of the WINNING SYMBOLS to any of YOUR SYMBOLS to win PRIZE.'

To start a Play You must select a Coin, a Wad or a PRIZE motif. On selecting either a Coin or a Wad, one of the following symbols will be revealed: a crown, a red gem, a pound sign, a champagne bottle with two glasses, a pot of gold, a gold key, a yacht, a white limousine, a wallet, a plane, a laptop, a bag or a ring in a box (the 'Symbols'). On selecting a Wad, a monetary amount immediately below that Wad (the 'Prize') will reveal automatically. On selecting a PRIZE motif the Prize will be revealed and the Symbol directly above that PRIZE motif will reveal automatically.

If You match any of 'YOUR SYMBOLS' to a 'WINNING SYMBOL', the 'WINNING SYMBOL' and the matching Symbol in the 'YOUR SYMBOLS' section will be highlighted and the Prize below that 'YOUR SYMBOL' will turn gold to indicate that You have won that amount. They will remain highlighted for the remainder of the Game to indicate that You have won that Prize.

If after a period of time You have not selected any of the motifs in Games 1, 2, 3, 4 or 5, the Game boxes will animate to indicate that You must select a motif in one of these Games to start or continue a Play.

When You have completed all five Games a message will appear at the top of the Game Play Window indicating the amount You have won, if any. The word 'FINISH' will appear underneath the message. You must select FINISH to complete the Game.

If You have bought a Play of this Game and have revealed a 🎰 in Game 1 and/or revealed two numbers in a Row which total exactly ten in Game 2 and/or in a Row have a higher number in the YOURS column than the THEIRS column in Game 3 and/or have matched two symbols in a Row in Game 4 and/or have matched any of YOUR SYMBOLS to either of the WINNING SYMBOLS in Game 5, You will, providing the requirements of these Procedures and the Rules are met, be entitled to a Prize as detailed in the table below:

## Prizes

The Prize amounts and odds of winning are set out in the table below:

<b>Prize Amount</b>	<b>Approx. odds (1 in x)</b>
£10	5
£20	15
£20 (£10 x 2)	15
£25	40
£50	500
£50 (£10 x 5)	500
£50 ((£10 x 3) + £20)	500
£50 (£25 x 2)	500
£100	2,500
£100 (£10 x 10)	2,500
£100 ((£10 x 4) + (£20 x 3))	2,500
£100 ((£10 x 3) + £20 + (£25 x 2))	2,500
£100 ((£25 x 2) + £50)	2,500
£500	40,242
£500 ((£10 x 6) + (£20 x 7) + (£25 x 2) + (£50 x 3) + £100)	40,242
£500 ((£20 x 20) + £100)	40,242
£500 (£10 + (£20 x 2) + £50 + (£100 x 4))	40,242
£1,000	131,316
£1,000 ((£50 x 10) + (£100 x 5))	131,316
£1,000 (£10 + (£20 x 2) + (£25 x 2) + (£50 x 14) + (£100 x 2))	131,316
£1,000 ((£50 x 2) + (£100 x 4) + £500)	131,316
£5,000	1,247,500
£5,000 (£10 + (£20 x 2) + £50 + (£100 x 4) + (£500 x 3) + (£1,000 x 3))	1,247,500
£5,000 ((£100 x 5) + £500 + (£1,000 x 4))	1,247,500
£5,000 (£500 x 10)	1,247,500
£10,000	4,990,000
£10,000 (£500 x 20)	4,990,000
£10,000 (£1,000 x 10)	4,990,000
£100,000	4,990,000
£100,000 (£10,000 x 10)	4,990,000
£4,000,000	4,990,000

You can only win one Prize Amount per Play, as detailed in the Prize Amounts and Odds table above.

## General

If there is any conflict or inconsistency between these Procedures and any other information issued by Camelot in respect of this Game, these Procedures will take priority (unless Camelot states otherwise).

# Game Procedures – Flash version

**Game:** £4 MILLION COLOUR PULSED

## Introduction

These are the Game Procedures (the “Procedures”) for £4 MILLION COLOUR PULSED (the “Game”). When You play the Game, these Procedures, the Rules for Interactive Instant Win Games (“the Rules”) and the Account Terms apply. All of these documents can be found on the National Lottery website.

Any word or term in these Procedures that has 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:** £4 MILLION COLOUR PULSED

**Game Price:** £10

There is a 1 in 2.50 overall chance of winning a Prize on each Play of the Game. The expected prize payout percentage for this game is 72%.


This Game is a game of chance. The outcome of a Play in the Game is predetermined by Camelot's Computer System at the point of purchase. You are not required to exercise any skill or judgement to win a Prize.


## How to play and win

Each Play has its own Play Number - this can be found on the Game outcome screen once the Game has been finished and in the “My Games” section of Your Account.

At the start of a Play, You're presented with a Game Window displaying five boxes labelled GAME 1, GAME 2, GAME 3, GAME 4 and GAME 5 (the 'Games'). The Games can be played in any order.

### Game 1

At the top left of the Game Play Window is Game 1, which has four money bag motifs each with a PRIZE motif underneath it. Below Game 1 is the instruction: 'GAME 1: 'Find a  to win.'

To start a Play, You must select either a money bag or PRIZE motif. On selecting a money bag motif, one of the following symbols will be revealed: a necklace, gold bars, a silver briefcase, a blue and silver vault, a treasure chest, a house, a ring or a  (the 'Symbols') and a monetary amount (the 'Prize') will be revealed directly below that Symbol. On selecting a PRIZE motif, the Prize will be revealed and the Symbol directly above that PRIZE motif will reveal automatically.

If You reveal a  the Prize will turn gold. The  and Prize will be highlighted for the remainder of the Game to indicate that You have won that Prize.

### Game 2

At the top right of the Game Play Window is Game 2, which has three rows labelled ROW 1, ROW 2 and ROW 3 (the 'Rows'). Each Row has two pound sign (£) motifs, a plus sign between the two pound sign motifs, an equals sign after the pound sign motifs, a question mark motif and at the end of the Row, a PRIZE motif. Below Game 2 is the instruction: 'GAME 2: In a ROW, if the two numbers add up to TEN win PRIZE.'

To start a Play, You must select either a pound sign or a PRIZE motif. On selecting a pound sign motif, both pound sign motifs in that Row will reveal a number between 1 and 9, the question mark in that Row will then reveal the sum of those numbers and the PRIZE motif in that Row will reveal a monetary amount (the 'Prize'). On selecting a PRIZE motif the Prize will be revealed, each pound sign motif in that Row will reveal a number between 1 and 9 and the question mark in that Row will then reveal the sum of those numbers.

If the two numbers under the pound signs in one Row add up to exactly 10 (and the number '10' is displayed under the question mark motif next to the PRIZE motif), the numbers and the Prize will turn gold to indicate that You have won the Prize for that Row. The numbers and Prize in that Row will be highlighted for the remainder of the Game to indicate that You have won the Prize for that Row.

### Game 3

At the bottom left of the Game Play Window is Game 3, which has three rows, labelled ROW 1, ROW 2 and ROW 3 (the 'Rows'). Each Row has two diamond motifs (one in the 'YOURS' column and one in the 'THEIRS' column) and a PRIZE motif. Below Game 3 is the instruction: 'GAME 3: In a ROW, if YOURS weighs more than THEIRS win PRIZE.'

To start a Play, You must select either a diamond or a PRIZE motif. On selecting on a diamond motif, each diamond motif in that Row will reveal a weight from 10g to 30g and the PRIZE motif in that Row will automatically reveal a monetary amount (the 'Prize'). On selecting a PRIZE motif the Prize will be revealed, and each diamond motif in that Row will then reveal a weight from 10g to 30g.

In a Row, if the weight in the YOURS column is greater than the weight in the THEIRS column, then the weights and the Prize will highlight and turn gold to indicate that You have won the Prize for that Row. They will remain highlighted for the remainder of the Game to indicate that You have won the Prize for that Row.

### Game 4

In the middle of the Game Play Window is Game 4, which has eight 'wad of notes' motifs ( the 'Wads') in the 'YOUR SYMBOLS' section with PRIZE motifs underneath them, and two gold coins displaying a crossed fingers motif (the 'Coins') in the 'WINNING SYMBOLS' section. Below Game 4 is the instruction: 'GAME 4: Match either of the WINNING SYMBOLS to any of YOUR SYMBOLS to win PRIZE.'

To start a Play You must select a Coin, a Wad or a PRIZE motif. On selecting either a Coin or a Wad, one of the following symbols will be revealed: a crown, a red gem, a pound sign, a champagne bottle with two glasses, a pot of gold, a gold key, a yacht, a white limousine, a wallet, a plane, a laptop, a bag or a ring in a box (the 'Symbols'). On selecting a Wad, a monetary amount immediately below that Wad (the 'Prize') will also reveal automatically. On selecting a PRIZE motif, the Prize will be revealed and the Symbol directly above that PRIZE motif will reveal automatically.

If You match any of 'YOUR SYMBOLS' to a 'WINNING SYMBOL', the 'WINNING SYMBOL' and the matching Symbol in the 'YOUR SYMBOLS' section will be highlighted and the Prize below that 'YOUR SYMBOL' will turn gold to indicate that You have won that amount. They will remain highlighted for the remainder of the Game to indicate that You have won that Prize.

### Game 5

At the bottom right of the Game Play Window is Game 5, which consists has three rows labelled ROW 1, ROW 2 and ROW 3 (the 'Rows'). Each Row has two 'money clip' motifs (each a 'Money Clip') and a PRIZE motif. Below Game 5 is the instruction: 'GAME 5: In a ROW, match 2 symbols to win PRIZE.' To start a Play You must select either a Money Clip or a PRIZE motif. On selecting a Money Clip, both Money Clips in that Row will reveal one of the following symbols: a motorcycle, a gold safe, silver bars, a helicopter, gold coins, a watch, a green gem, a yellow car, a bottle of champagne or a blue

diamond (the 'Symbols'). The PRIZE motif in that Row will also automatically reveal a monetary amount (the 'Prize'). On selecting a PRIZE motif the Prize will be revealed, and each Money clip in that Row will reveal a Symbol.

If You reveal two matching Symbols in a Row, the Prize for that Row will turn gold and the Symbols and the Prize will remain highlighted for the remainder of the Game to indicate that You have won the Prize for that Row.

If after a period of time You have not selected any of the motifs in Games 1, 2, 3, 4 or 5, the Game boxes will animate to indicate that You must select a motif in one of these Games to start or continue a Play.

When You have completed all five Games a message will appear at the top of the Game Play Window indicating the amount You have won, if any. The word 'FINISH' will appear underneath the message. You must select FINISH to complete the Game.

If You have bought a Play of this Game and have revealed a 🍀 in Game 1 and/or revealed two numbers in a Row which total exactly ten in Game 2 and/or in a Row have a higher number in the YOURS column than the THEIRS column in Game 3 and/or matched any of YOUR SYMBOLS to either of the WINNING SYMBOLS in Game 4 and/or have matched two symbols in a Row in Game 5, You will, providing the requirements of these Procedures and the Rules are met, be entitled to a Prize as detailed in the table below:

## **Prizes**

The Prize amounts and odds of winning are set out in the table below:

<b>Prize Amount</b>	<b>Approx. odds (1 in x)</b>
£10	5
£20	15
£20 (£10 x 2)	15
£25	40
£50	500
£50 (£10 x 5)	500
£50 ((£10 x 3) + £20)	500
£50 (£25 x 2)	500
£100	2,500
£100 (£10 x 10)	2,500
£100 ((£10 x 4) + (£20 x 3))	2,500
£100 ((£10 x 3) + £20 + (£25 x 2))	2,500
£100 ((£25 x 2) + £50)	2,500
£500	40,242
£500 ((£10 x 6) + (£20 x 7) + (£25 x 2) + (£50 x 3) + £100)	40,242
£500 ((£20 x 20) + £100)	40,242
£500 (£10 + (£20 x 2) + £50 + (£100 x 4))	40,242
£1,000	131,316
£1,000 ((£50 x 10) + (£100 x 5))	131,316
£1,000 (£10 + (£20 x 2) + (£25 x 2) + (£50 x 14) + (£100 x 2))	131,316
£1,000 ((£50 x 2) + (£100 x 4) + £500)	131,316
£5,000	1,247,500
£5,000 (£10 + (£20 x 2) + £50 + (£100 x 4) + (£500 x 3) + (£1,000 x 3))	1,247,500
£5,000 ((£100 x 5) + £500 + (£1,000 x 4))	1,247,500
£5,000 (£500 x 10)	1,247,500
£10,000	4,990,000
£10,000 (£500 x 20)	4,990,000
£10,000 (£1,000 x 10)	4,990,000
£100,000	4,990,000
£100,000 (£10,000 x 10)	4,990,000
£4,000,000	4,990,000

You can only win one Prize Amount per Play, as detailed in the Prize Amounts and Odds table above.

## **General**

If there is any conflict or inconsistency between these Procedures and any other information issued by Camelot in respect of this Game, these Procedures will take priority (unless Camelot states otherwise).

**APPENDIX 2**

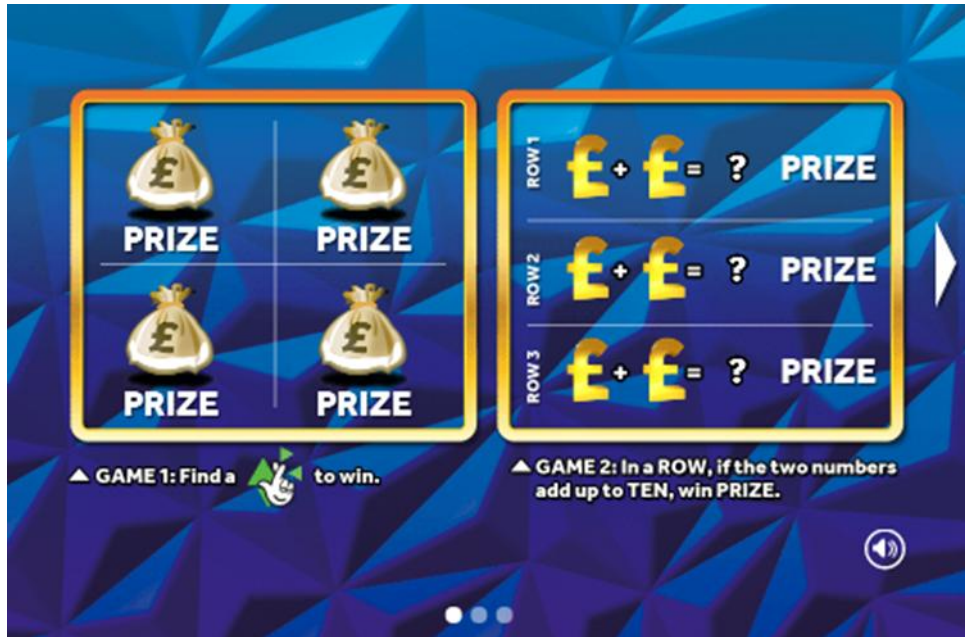
**EXAMPLES OF IMAGERY (BLUE VERSION INCLUDED)**

**'£4 MILLION COLOUR PULSED'**





Flash imagery



HTML5 imagery