



Regulating the
National Lottery

Section 6

Interactive Instant Win Games BoardGame Bonus

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

**GAMBLING
COMMISSION**

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

BOARDGAME BONUS INTERACTIVE INSTANT WIN GAME

**August 2018
GAME 4128**

**LICENCE UNDER SECTION 6 OF
THE NATIONAL LOTTERY ETC. ACT 1993 (AS AMENDED)**

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 1 August 2018 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) 30 September 2020, (ii) the date on which the Section 5 Licence determines for whatever reason.

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Signed on behalf of the Gambling Commission

Head of National Lottery Licensing and Enforcement

.....**August 2018**

BOARDGAME BONUS INTERACTIVE INSTANT WIN GAME

GAME 4128

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;

“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 BoardGame Bonus Interactive Instant Win Game. For the purposes of this Licence this lottery 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; and
 - 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

1. The Licensee shall comply, and shall procure that the lottery licensed hereunder 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.
- (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 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 Lotteries shall only be accepted from Registered Players.

8. Price per Play

- (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 on a mobile device that has the same Game name and has the same Prize Payout Structure as a Licensed Lottery that is not optimised for play on a mobile device [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 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).
- (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 Lotteries 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 Lotteries 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: BoardGame Bonus 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

Subject to the Commission specifying a different range, the Expected Prize Payout Percentage for this Licensed Lottery shall be 72%.

The chance of winning any prize in this Licensed Lottery shall remain the same for each Play made in this Licensed Lottery.

- (1) 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.
- (2) In order to be promoted pursuant to this licence, the lottery must offer Players the chance to win a cash prize where such prize is payable to the Player in a single lump sum.
- (3) Subject to the Commission specifying a lower amount, the upper limit on Top Prizes will be £2 million payable to the Player in a single lump sum.

APPENDIX 1

GAME PROCEDURES FOR THE LICENSED LOTTERY BOARDGAME BONUS INTERACTIVE INSTANT WIN GAME

GAME 4128

Game Procedures including how to play

Game Name: Boardgame Bonus

Introduction

These are the Game Procedures (the "Procedures") for Boardgame Bonus (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: Boardgame Bonus

Game Price: £10.00

There is a 1 in 2.33 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 pre-determined by Camelot's Computer System at the point of purchase. You are not required to exercise any skill or judgement to win a Prize.

You also acknowledge that the Boardgame Bonus Instant Win Game is a representation of THE GAMES only and is not intended to replicate the original game.

How to play and win

Each Play has its own Play Number - this can be found on the game outcome screen when the game has been finished and in the "My games" section of Your account.

At the start of a Play, You are presented with a splash screen displaying a PLAY button, and the message 'WIN UP TO £2 MILLION'. You must select PLAY to continue. On doing so, You will be presented with the Game Selection Screen, which contains 5 game panels (the 'Game Panels'); a MONOPOLY Panel, a CLUEDO Panel, a BATTLESHIP Panel, a CONNECT 4 Panel, and a Yahtzee Panel. Above the Game Panels is the message 'IN ANY ORDER, CHOOSE A MINI GAME TO PLAY!' 'PLAY ALL 5 GAMES FOR THE CHANCE TO WIN PRIZES!', and below the Game Panels is a box containing the message 'GAMES PLAYED 0/5' which will increase by 1 with each Mini Game played (the 'Games Played Counter').

You must select one of the Game Panels to play. You can select these in any order, and this will not affect the outcome of Your Play.

MONOPOLY Mini Game

On selecting the MONOPOLY Panel, the Game Play Window will change and the following instructions will appear in the centre of the screen:

'TAP TO CHOOSE NINE CARDS AND REVEAL THEM. COMPLETE A COLOUR SET TO WIN A PRIZE.'

You must tap anywhere to continue. On doing so, the instructions will disappear and You will be presented with the MONOPOLY Mini Game screen. In the centre of the screen are 21 cards (the 'MONOPOLY Cards'), and below the MONOPOLY Cards is a box displaying the words '9 REVEALS LEFT' (the 'Reveals Left Counter'), which will decrease by 1 with each MONOPOLY Card selected. To the left and the right of the MONOPOLY Cards is the Prize Table. The Prize Table consists in total of 8 sets of cards (the 'Prize Cards'), with 4 sets on each side of the MONOPOLY Cards (each a 'Set'). Each Set displays a Prize Amount.

You must select 9 MONOPOLY Cards. On selecting a MONOPOLY Card, that Card will reveal a colour that matches the colour of a Set in the Prize Table, and one of the Prize Cards will populate accordingly. If, on revealing colours, You populate all Prize Cards in a Set, that Set will flash to indicate that You have won the Prize Amount displayed in that Set. On selecting 9 MONOPOLY Cards, a message will appear in the centre of the Game Play Window indicating the amount that You have won in the MONOPOLY Mini Game, if any. You must select the 'MAIN MENU' button to return to the Game Selection Screen and continue Your Play. On returning to the Game Selection Screen, the total Prize Amount that You have won across all 5 Mini Games, if any, will be displayed in a box labelled 'CURRENT PRIZE', (the 'Current Prize Box') to the left of the Games Played Counter. A green tick motif will be displayed in the MONOPOLY Panel to indicate that You have completed this Mini Game.

CLUEDO Mini Game

On selecting the CLUEDO Panel, the Game Play Window will change and the following instructions will appear in the centre of the screen:

'SELECT 3 HIDDEN MYSTERY CARDS, THEN CHOOSE A ROOM, SUSPECT AND WEAPON. CORRECTLY MATCH ALL 3 MYSTERY CARDS TO WIN PRIZE.'

You must tap anywhere to continue. On doing so, the instructions will disappear and You will be presented with 9 CLUEDO cards labelled 'ROOM', 6 cards labelled 'WEAPON' and 6 cards labelled 'SUSPECT' (collectively the 'Mystery Cards'). At the top of the Screen is the message 'SELECT THREE MYSTERY CARDS'. You must select one 'ROOM' Mystery Card, one 'WEAPON' Mystery Card and one 'SUSPECT' Mystery Card. On doing so, the three Mystery Cards You have selected will move to the centre of the screen, and the Game Play Window will change to the CLUEDO Mini Game Screen. In the centre of the CLUEDO Mini Game Screen is the game board, in the centre of which Your chosen Mystery Cards will sit, inside a black wallet labelled '?'. In the bottom right of the game board is a box labelled 'PRIZE' (the 'Prize Box'). Below the Prize Box is the message 'MATCH ALL 3 MYSTERY CARDS TO WIN PRIZE'.

In the top left corner of the Screen is a box (the 'Room Panel') displaying 9 rooms (the 'Rooms', each a 'Room'). You must select the Room Panel, and on doing so the Room Panel will expand and move to the centre of the Screen. The message 'PICK ONE ROOM CARD' will be displayed at the top of the Room Panel. You must then select one Room, and on doing so, You will return to the CLUEDO Mini Game Screen, and the Room You have chosen will be highlighted in the Room Panel to indicate the Room You have selected. In the top right corner of the CLUEDO Mini Game Screen is a box (the 'Weapon Panel') displaying 6 weapons (the 'Weapons', each a 'Weapon'). You must select the Weapon Panel, and on doing so the Weapon Panel will expand and move to the centre of the Screen. The message 'PICK ONE WEAPON CARD' will be displayed at the top of the Weapon Panel. You must then select one Weapon, and on doing so, You will return to the CLUEDO Mini Game Screen, and the Weapon You have chosen will be highlighted in the Weapon Panel to indicate the Weapon You have selected. In the bottom left corner of the CLUEDO Mini Game Screen is a box (the 'Suspect Panel') displaying 6 suspects (the 'Suspects', each a 'Suspect'). You must select the Suspect Panel, and on doing so the Suspect Panel will expand and move to the centre of the Screen. The message 'PICK ONE SUSPECT CARD' will be displayed at the top of the Suspect Panel. You must then select one Suspect, and on doing so, You will return to the CLUEDO Mini Game Screen, and the Suspect You have chosen will be highlighted in the Suspect Panel to indicate the Suspect You have selected.

Once You have selected a Room, Weapon and Suspect, the black wallet in the centre of the game board will animate and reveal three Mystery Cards. If any of the Mystery Cards match a Room, Weapon or Suspect You have selected, that Room, Weapon or Suspect will highlight green to indicate a match. If You match all three Mystery Cards to the Room, Weapon and Suspect You selected, the Prize Box will flash and display a Prize Amount. A message will then appear indicating the amount that You have won in the CLUEDO Mini Game, if any. You must select the 'MAIN MENU' button to return to the Game Selection Screen and continue Your Play. On returning to the Game selection screen, any Prize Amount You have won, if any, will be added to the Current Prize Box. A green tick will be displayed in the CLUEDO Panel to indicate that You have completed this Mini Game.

BATTLESHIP Mini Game

On selecting the BATTLESHIP Panel, the Game Play Window will change and the following instructions will appear in the centre of the screen:

'TAP 'FIRE' TO LAUNCH SHOTS AT THE ENEMY CRAFT. HIT EVERY PART ON A BOAT TO WIN ITS PRIZE.'

You must tap anywhere to continue. On doing so, the instructions will disappear and You will be presented with the BATTLESHIP Mini Game Screen. On the left of the BATTLESHIP Main Screen is a map containing 64 tiles (the 'Map'). Displayed on the Map are 5 ships (the 'Ships'), which are displayed across of a number of tiles each. To the right and below the Map are 5 ship silhouettes, each split into a number of sections (the 'Ship Silhouettes'), and each Ship Silhouette displaying a Prize Amount (the 'Prize Table'). Above the Ship Silhouettes is a box displaying the words '17 SHOTS LEFT' (the 'Shots Left Counter') and above the Shots Left Counter is a red 'FIRE' button. You must select FIRE to continue.

On doing so, multiple shots will automatically be fired at a Ship, which will be indicated by markers landing on the Map. If a tile containing a section of a Ship is hit by a shot and populated with a marker, that marker will turn red to indicate a successful shot. If a tile that does not contain a section of a Ship is hit by a shot and populated with a marker, that marker will be white to indicate a miss. The Prize Table will then populate to show the successful shots and misses on a Ship Silhouette for the corresponding Ship. The Shots Left Counter will decrease by the number of tiles populated with markers. If all of the tiles contained in a Ship are populated with red markers, then that Ship will highlight orange to indicate that You have sunk that Ship, and the corresponding Ship Silhouette will turn red to indicate that You have won that Prize Amount.

You must continue to select the FIRE button until the Shots Left Counter has decreased to 0. A message will appear on the right of the BATTLESHIP Mini Game Screen indicating the amount that You have won in the BATTLESHIP Mini Game, if any. You must select the 'MAIN MENU' button to return to the Game Selection Screen and continue Your Play. On returning to the Game selection screen, any Prize Amount You have won, if any, will be added to the Current Prize Box. A green tick will be displayed in the BATTLESHIP Panel to indicate that You have completed this Mini Game.

CONNECT 4 Mini Game

On selecting the CONNECT 4 Panel, the Game Play Window will change and the following instructions will appear in the centre of the screen:

'TAP ON EACH COLUMN IN THE GRID TO DROP COUNTERS. CONNECT FOUR MATCHING COUNTERS IN A ROW, COLUMN OR DIAGONAL TO WIN THE CORRESPONDING PRIZE.'

You must tap anywhere to continue. On doing so, the instructions will disappear and You will be presented with the CONNECT 4 Mini Game Screen. On the left of the CONNECT 4 Mini Game Screen is a grid containing 42 slots (the 'Grid'). Each row of the Grid is labelled with a Prize Amount, as is each column of the Grid and the diagonal starting from the bottom left corner of the Grid, and finishing in the the top right corner.

You must select a column on the Grid to continue. On doing so, each slot in that column will populate with red or yellow counters (the 'Counters'). As You continue to select columns, if You connect match 4 colour Counters consecutively in a row, column or diagonal, those 4 Counters will highlight and the corresponding row, column or diagonal Prize Amount label will highlight to indicate that You have won that amount. A message will appear on the right of the CONNECT 4 Mini Game Screen indicating the amount that You have won in the CONNECT 4 Mini Game, if any. You must select the 'MAIN MENU' button to return to the Game Selection Screen and continue Your Play. On returning to the Game selection screen, any Prize Amount You have won, if any, will be added to the Current Prize Box. A green tick will be displayed in the CONNECT 4 Panel to indicate that You have completed this Mini Game.

Yahtzee Mini Game

On selecting the Yahtzee Panel, the Game Play Window will change and the following instructions will appear in the centre of the screen:

'TAP ANY DICE TO ROLL ALL FIVE. YOU HAVE THREE GOES TO MATCH THE YAHTZEE PRIZE LINES TO WIN!'

You must tap anywhere to continue. On doing so, the instructions will disappear and You will be presented with the Yahtzee Mini Game Screen. In the centre of the Yahtzee Mini Game Screen are 5 dice (the 'Dice'), displaying a '?' on every face. Above the Dice is a box displaying the words '3 ROLLS LEFT' (the 'Rolls Left Counter'), which will decrease by 1 with each roll of the Dice. Below the Dice is the Prize Table, which consists of six sections, each section displaying a description of different types of winning rolls, and a Prize Amount. The winning rolls are: 3 OF A KIND, 4 OF A KIND, FULL HOUSE (3 of a kind and a pair), LOW STRAIGHT (sequence of 4 numbers), HIGH STRAIGHT (sequence of 5 numbers), and YAHTZEE (5 of a kind); (collectively the 'Winning Rolls').

You must select the Dice to continue. On doing so, the Dice will animate and come to rest to display 5 numbers facing up, one number per Dice. If the numbers displayed on the top face of the dice form the requirements for a Winning Roll, the corresponding section of the Prize Table will highlight to indicate that You have won the Prize Amount displayed in that section. A box will appear to the right of the Rolls Left Counter displaying any Prize Amounts You have won in the Yahtzee Mini Game. Once You have rolled the dice 3 times, a message will appear on the right of the Yahtzee Mini Game Screen indicating the amount that You have won in the Yahtzee Mini Game, if any. You must select the 'MAIN MENU' button to return to the Game Selection Screen and continue Your Play. On returning to the Game selection screen, any Prize Amount You have won, if any, will be added to the Current Prize Box. A green tick will be displayed in the Yahtzee Panel to indicate that You have completed this Mini Game.

Once You have completed all 5 Mini Games a message will appear in the centre of the Game Play Window indicating the amount You have won, if any. The word 'FINISH' will appear below the message. You must select FINISH to complete the Game.

If You have bought a Play of this Game and have matched all Prize Cards in a Set in the MONOPOLY Mini Game, matched all 3 Mystery Cards to the Room, Weapon and Suspect You selected in the CLUEDO Mini Game, sunk a whole Ship in the BATTLESHIP Mini Game, formed a row, column or diagonal of 4 matching Counters in the CONNECT 4 Mini Game, and/or rolled a Winning Roll in the Yahtzee Mini Game, You will, provided 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:

Prize Amount	Approx. odds (1 in x)
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£10	5
£15	42
£15 (£5 x 3)	28
£15 (£10 + 5)	28
£20	70
£20 (£5 x 4)	52
£20 (£15 + £5)	52
£20 (£10 + (£5 x 2))	52
£20 (£10 x 2)	52
£25	420
£25 (£20 + £5)	255
£25 (£15 + £10)	255
£25 (£15 + (£5 x 2))	255
£25 (£10 + (£5 x 3))	255
£25 (£5 + (£10 x 2))	255
£25 (£5 x 5)	255
£50	416
£50 (£10 x 5)	320

£50 ($£20 + (£10 \times 3)$)	320
£50 ($£10 + (£20 \times 2)$)	320
£50 ($£25 + £15 + £10$)	320
£100	9,008
£100 ($£20 \times 5$)	5,000
£100 ($£50 \times 2$)	5,000
£100 ($£25 + £15 + (£20 \times 3)$)	5,000
£100 ($£10 + (£25 \times 2) + (£20 \times 2)$)	4,002
£200	80,484
£200 ($£50 \times 4$)	45,364
£200 ($£100 \times 2$)	45,364
£500	554,445
£500 ($£100 \times 5$)	356,429
£500 ($£100 + (£200 \times 2)$)	356,429
£5,000	998,000
£5,000 ($£1,000 \times 5$)	831,667
£10,000	1,663,334
£100,000	4,990,000

£2,000,000 (£400,000 x 5)	4,990,000
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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 - Boardgame Bonus and any other information issued by Camelot in respect of this Game, these Procedures will take priority (unless Camelot states otherwise).