## Game Rules Online Instant Ticket «Gipfelstürmer»



Example: Win CHF 5.-


| Gipfelstürmer • Number of tickets: $400^{\prime} 000$ <br> Price: CHF 5.- • Payout percentage: 64.79\% • Prize percentage: 32.95\% Total sales value: CHF 2'000'000.- |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 65'000 | x | 5.- | $=$ | 325'000.- |
| 20'000 | X | 8.- | = | 160'000.- |
| * 13'000 | x | 9.- | = | 117'000.- |
| 10'000 | x | 10.- | = | 100'000.- |
| 9'000 | X | 12.- | = | 108'000.- |
| 2'500 | X | 13.- | = | 32'500.- |
| 2'000 | x | 14.- | = | 28'000.- |
| 2'000 | x | 15.- | = | 30'000.- |
| 1'500 | x | 16.- | = | 24'000.- |
| 1'000 | x | 17.- | = | 17'000.- |
| 1'000 | x | 19.- | = | 19'000.- |
| 1'500 | x | 20.- | $=$ | 30'000.- |
| 500 | X | 22.- | = | 11'000.- |
| 500 | X | 24.- | $=$ | 12'000.- |
| 500 | x | 25.- | $=$ | 12'500.- |
| 100 | x | 26.- | = | 2'600.- |
| 100 | x | 28.- | = | 2'800.- |
| 100 | x | 30.- | = | 3'000.- |
| 100 | X | 32.- | = | 3'200.- |
| 100 | x | 34.- | $=$ | 3'400.- |
| 100 | x | 35.- | = | 3'500.- |
| 100 | x | 36.- | $=$ | 3'600.- |
| 100 | x | 40.- | $=$ | 4'000.- |
| 100 | x | 43.- | = | 4'300.- |
| 100 | x | 47.- | $=$ | 4'700.- |
| 100 | x | 50.- | $=$ | 5'000.- |
| 300 | X | 55.- | $=$ | 16'500.- |
| 200 | x | 100.- | $=$ | 20'000.- |
| 100 | x | 250.- | = | 25'000.- |
| 100 | x | 555.- | = | 55'500.- |
| 5 | x | 1'000.- | $=$ | 5'000.- |
| 4 | x | 2'500.- | $=$ | 10'000.- |
| 4 | x | 5'555.- | = | 22'220.- |
| 1 | x | 20'000.- | = | 20'000.- |
| 1 | x | 55'555.- | = | 55'555.- |
| 131 '815 | X |  | $=$ | 1'295'875.- |

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## Rules of Play

1. Click on all 20 symbols in succession. A mountain or bonus symbol will appear after each click.
2. If a mountain symbol appears, the mountaineer climbs up to the next level of the corresponding mountain.
3. If a mountaineer reaches the intermediate camp on a mountain, one of the following lucky symbols wil appear:
«+1»: the mountaineer climbs to the next level;
«+2»: the mountaineer climbs two more levels.
4. If one of your mountaineers reaches the peak of a mountain, you win the corresponding amount.
5. If you find three bonus symbols, you win CHF 100.00 instantly.
Multiple wins are possible.

## How to play

In order to be able to play the online instant ticket «Gipfelstürmer», 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 «Gipfelstürmer» 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. 30ff 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 408 symbol.

## Further provisions

The online instant ticket «Gipfelstürmer» 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 «Gipfelstürmer» is clicked, an online instant «Gipfelstürmer» 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 «Gipfelstürmer» 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 «Gipfelstürmer» 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.


[^0]:    * Combinations are also allowed in these prize categories:
    e.g. CHF 12.- + CHF 5.- + CHF 3.- = CHF 20.-

