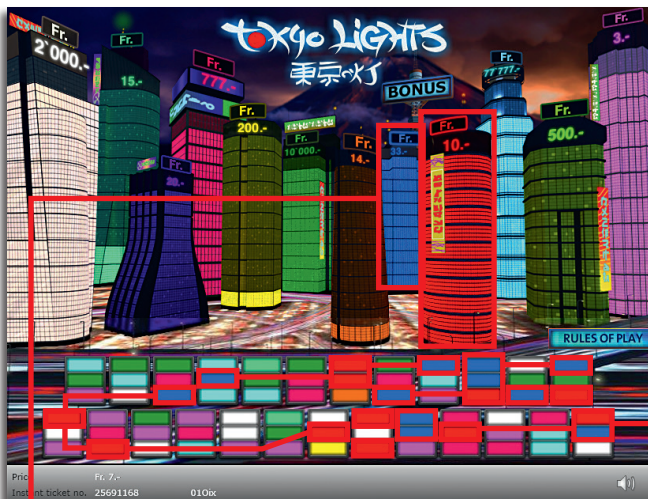


Game Rules Online Instant Ticket «Tokyo Lights»



Example: Win CHF 43.-



Tokyo Lights • Number of tickets: 500'000
 Price: CHF Fr. 7.- • Payout percentage: 65.55%
 Prize percentage: 32.54% • Total sales value: 3'500'000.-

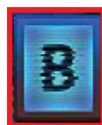
60'000	x	7.-	=	420'000.-
32'000	x	10.-	=	320'000.-
30'000	x	11.-	=	330'000.-
15'000	x	14.-	=	210'000.-
7'000	x	15.-	=	105'000.-
3'000	x	17.-	=	51'000.-
2'000	x	18.-	=	36'000.-
2'000	x	19.-	=	38'000.-
2'000	x	20.-	=	40'000.-
1'000	x	21.-	=	21'000.-
1'000	x	22.-	=	22'000.-
1'000	x	23.-	=	23'000.-
1'000	x	24.-	=	24'000.-
1'000	x	25.-	=	25'000.-
500	x	27.-	=	13'500.-
500	x	30.-	=	15'000.-
500	x	31.-	=	15'500.-
200	x	32.-	=	6'400.-
200	x	33.-	=	6'600.-
100	x	34.-	=	3'400.-
100	x	35.-	=	3'500.-
100	x	36.-	=	3'600.-
100	x	37.-	=	3'700.-
100	x	40.-	=	4'000.-
100	x	43.-	=	4'300.-
100	x	47.-	=	4'700.-
100	x	50.-	=	5'000.-
1'000	x	77.-	=	77'000.-
400	x	100.-	=	40'000.-
300	x	200.-	=	60'000.-
50	x	500.-	=	25'000.-
200	x	777.-	=	155'400.-
20	x	1'000.-	=	20'000.-
10	x	2'000.-	=	20'000.-
5	x	5'000.-	=	25'000.-
2	x	10'000.-	=	20'000.-
1	x	20'000.-	=	20'000.-
1	x	77'777.-	=	77'777.-

162'689 x = **2'294'377.-**

* Combinations are also allowed in these prize categories:
 e.g. CHF 6.- + CHF 18.- = CHF 24.-

Rules of Play

1. Click on all 25 «Tokyo Lights» fields in succession. Three coloured bars will appear in each field.
2. For each bar, a storey on the skyscraper of the same colour will be highlighted.
3. If you highlight all 11 storeys of a skyscraper, you win the amount indicated for that skyscraper.
4. If you find the «Bonus» symbol among the «Tokyo Lights» fields once, you win CHF 77.00 instantly. If you find the «Bonus» symbol twice, you win CHF 777.00 instantly.





Multiple wins are possible.

Game Rules Online Instant Ticket «Tokyo Lights»

How to play

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