



INTERACTIVE INSTANT WIN GAME SPECIFIC RULES

Issue 1, 2023

“Gold Fever”

INTERACTIVE INSTANT WIN GAME



The Regulator has granted a licence to Premier Lotteries Ireland Designated Activity Company authorising it to hold the National Lottery on the Minister’s behalf, in accordance with the National Lottery Act 2013.

At Dublin, this 22nd day of May, 2023.

PURSUANT to the National Lottery Act 2013.

The Company with the approval of the Regulator, hereby makes the following game specific rules



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The National Lottery

Rules for Interactive Instant Win Game “Gold Fever”

A. GENERAL

- 1) These are the Interactive Instant Win Game Specific Rules for the Game called “Gold Fever” (hereinafter known as the “Specific Rules”) which will be operated by the National Lottery.
- 2) The General Rules for Account Management and Interactive Instant Win Games contain the general rules which apply to all Interactive Instant Win Games. For further information, please click [here](#). Additionally, both sets of rules can be obtained from Lottery Headquarters.
- 3) When you play “Gold Fever”, these Specific Rules, the General Rules for Account Management and Interactive Instant Win Games, the Account Terms and the Data Privacy Statement apply. If there is any conflict or inconsistency between these Specific Rules and the General Rules for Account Management and Interactive Instant Win Games, these Specific Rules will prevail (unless the Company states otherwise).
- 4) The Game will commence on the date it is made available on the Interactive Channels and will remain available until such time as it is removed from the Interactive Channels. The Company reserves the right to recommence the Game at any time and for such duration as the Company decides at its sole discretion.
- 5) These Specific Rules have been approved by the Regulator in accordance with Section 45 of the Act.
- 6) For further information on the code of practice governing relations between participants in National Lottery games and the Company, the operator of the National Lottery please click [here](#). Additionally, this can be obtained from Lottery Headquarters or, on request, can be sent by post to any participant.
- 7) For further information on the code of practice governing the sale of National Lottery Tickets please click [here](#). Additionally, this can be obtained from Lottery Headquarters or, on request, can be sent by post to any participant.
- 8) Where the context so requires, in these Specific Rules, the neutral gender shall include the feminine or masculine gender and vice versa, the feminine gender shall include the masculine gender and vice-versa and the singular shall include the plural and vice-versa.
- 9) Capitalised words and expressions defined in the General Rules for Account Management and Interactive Instant Win Games or the Account Terms but not herein shall have the same meanings as those set out in the General Rules for Account Management and Interactive Instant Win Games or the Account Terms when used herein.

B. COST OF PLAY

- 1) The price of a “Gold Fever” play will be €2.

C. HOW TO PLAY “GOLD FEVER”

- 1) The Player chooses the “Gold Fever” Game by clicking on the “Play” link on the Game Play Window. The opening screen below is then displayed.



- 2) The Player clicks 'Play' to continue. The Player is presented with a screen which shows a set of lucky numbers from 1 through to 9. The Player is required to select one 'LUCKY NUMBER' from this set.



- 3) The aim of the Game is to match any of the revealed numbers to the 'LUCKY NUMBER' to win the Prize amount displayed below that number. Any matched numbers will highlight on the main game screen.
- 4) When the Player has chosen their 'LUCKY NUMBER' the remaining numbers will fade and the main game screen will load.

- 5) When the main game loads, the Player's chosen 'LUCKY NUMBER' will appear in the centre of the screen along with seven unrevealed 'Mine Cart' icons.
- 6) The Player is required to click on each unrevealed 'Mine Cart' play icon which in turn will animate to reveal a number between 1 and 9 and an associated Prize amount. The Player can choose a 'Mine Cart' icon in any order.



- 7) A Player can win up to three Prize amounts in a "Gold Fever" Game in which case they will be entitled to the sum of all prizes won.
- 8) Once the Player has played, a message indicating the result will appear:



Please see above an example of an end winning play

- 9) The Player is required to acknowledge this message by clicking the "FINISH" button.
- 10) The Game then ends, and the Player is presented with a screen confirming the outcome.

D. HOW TO CLAIM PRIZES

- 1) For information on how to claim a Prize please click [here](#).

E. PRIZE AMOUNTS, NUMBER OF PRIZES AND ODDS OF WINNING VARIOUS PRIZES

- 1) The prize table that is set out below provides details on the Prizes that are available to win in “Gold Fever” and the odds of winning same.
- 2) The determination of whether or not a Player has won a Prize (and the level of any such Prize) is randomly determined by the Central Gaming System at the point of purchase of the Play.
- 3) Game sounds, animation and Player interfaces are solely for entertainment purposes and do not impact on the outcome of the Game.

Prize Tier	Prize Amount	Odds of winning the Prize Tier are 1 in x	No. of Prizes available to win in each Prize Tier
1	€2 (€2)	5.10	196,078
2	€4 (€4) or (€2 + €2)	12.00	83,333
3	€5 (€5)	50.00	20,000
4	€6 (€6) or (€4 + €2) or (€2 + €2 + €2)	50.00	20,000
5	€10 (€10) or (€5 + €5) or (€6 + €2 + €2)	133.33	7,500
6	€20 (€20) or (€10 + €10) or (€10 + €5 + €5)	300.03	3,333

7	€50 (€50) or (€20 + €20 + €10)	500.00	2,000
8	€100 (€100) or (€50 + €50)	3,472.22	288
9	€200 (€200) or (€100 + €100) or (€100 + €50 + €50)	4,000.00	250
10	€500 (€500) or (€200 + €200 + €100)	25,000.00	40
11	€1,000 (€1,000) or (€500 + €500)	250,000.00	4
12	€10,000 (€10,000)	1,000,000.00	1
Total number of Prizes in Game as designed no less than			332,827
Odds of winning a Prize in Game			1 in 3.00
Odds of winning a top Prize in Game			1 in 1,000,000
Prize Percentage			65.00%
Total number of Plays as designed in Game			1,000,000