

# Cashword Multiplier Game Procedures

## Introduction

These are the Game Procedures for CASHWORD MULTIPLIER (the "Game"). When the Game is played, the Rules for Scratchcard Games (the "Rules") and these Procedures apply. The Rules can be viewed at Retailers and on the National Lottery website at [national-lottery.co.uk](http://national-lottery.co.uk).

Any word or term in these Procedures that has a 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: "CASHWORD MULTIPLIER"

Game Number: "Game 1242"

Retail Sales Price: £3 per Scratchcard

There is a 1 in 3,27 overall chance of winning a Prize on each Scratchcard in this Game. There are 24,833,280 Scratchcards in the initial print run of this Game.

## How to play and win

The Play Area contains four sections – 'YOUR LETTERS', (the "Your Letters Section"), 'WORD GRID' (the "Word Grid Section"), 'PRIZE TABLE' (the "Prize Table") and the 'MULTIPLIER BOX' (the "Multiplier Box").

To play, You must scratch off all of the coating in the Your Letters Section to reveal eighteen Play Symbols (the "Your Letters"). Then, scratch only those letters in the Word Grid Section that match the Your Letters revealed under the coating of the Your Letters Section.

You will, providing the requirements of the Rules and these Procedures are met, win a Prize if, after scratching off the coating of the letters in the Word Grid Section that match Your Letters. You uncover three or more complete words under the coating of the Word Grid Section (the "Winning Words"). The Prize will be the Prize shown in the Prize Table for the corresponding number of Winning Words uncovered under the coating of the Word Grid Section.

Words within words (for example TO, TON, ONE in the word STONE) will not be considered 'complete' words. Play Symbols combined to form a 'complete' word must appear in an unbroken horizontal (left to right) sequence or vertical (top to bottom) sequence of letters within the Word Grid Section.

Examples of acceptable 'complete' words are set out below:

EXAMPLES				
				L
S	T	O	N	E
P				T
Y				

## Play Symbols for the Your Letters Section

Play Symbols	A	B	C	D	E	F	G	H	I
Play Symbols	J	K	L	M	N	O	P	Q	R
Play Symbols	S	T	U	V	W	X	Y	Z	

Eighteen Play Symbols will appear under the coating of the Your Letters Section. Only the Play Symbols can be used to play the Game.



Play Symbols for the Word Grid Section

Play Symbols	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>	<b>I</b>
Play Symbols	<b>J</b>	<b>K</b>	<b>L</b>	<b>M</b>	<b>N</b>	<b>O</b>	<b>P</b>	<b>Q</b>	<b>R</b>
Play Symbols	<b>S</b>	<b>T</b>	<b>U</b>	<b>V</b>	<b>W</b>	<b>X</b>	<b>Y</b>	<b>Z</b>	

If You win a Prize by uncovering three or more complete words under the coating of the Word Grid Section, scratch off all of the coating of the Multiplier Box.

If You reveal a **1X** Play Symbol with its matching Play Caption under the coating of the Multiplier Box, your Prize will be equal to one times the corresponding Prize for that number of Winning Words, as shown in the Prize Table.

If You reveal a **2X** Play Symbol with its matching Play Caption under the coating of the Multiplier Box, your Prize will be equal to two times the corresponding Prize for that number of Winning Words, as shown in the Prize Table.

If You reveal a **3X** Play Symbol with its matching Play Caption under the coating of the Multiplier Box, your Prize will be equal to three times the corresponding Prize for that number of Winning Words, as shown in the Prize Table.

Play Symbols for the Multiplier Box

Play Symbols	<b>1X</b>	<b>2X</b>	<b>3X</b>
Play Captions	<b>1TIMES</b>	<b>2TIMES</b>	<b>3TIMES</b>

One Multiplier Play Symbol with its matching Multiplier Play Caption will appear under the coating of the Multiplier Box. Only the Multiplier Play Symbol and its matching Multiplier Play Caption can be used to confirm how many times the Prize is to be multiplied by, if applicable.

Prize Amounts, Number of Prizes and Odds

Prize Amount	Number Of Prizes In Then Game At Start Of Game	Approx. Odds (1 In : ) At Start Of Game
£3 3 Words	2,897,018	9
£5 4 Words	1,986,734	13
£6 5 Words	248,308	101
£6 3 Words DOUBLED	413,888	60
£9 3 Words TRIPLED	413,762	61
£10 6 Words	414,014	60
£10 4 Words DOUBLED	579,409	43
£12 5 Words DOUBLED	165,602	150
£15 4 Words TRIPLED	82,837	300
£18 5 Words TRIPLED	82,706	301
£20 7 Words	82,765	301
£20 6 Words DOUBLED	165,580	150
£25 8 Words	29,584	840
£30 6 Words TRIPLED	9,089	2,733
£40 7 Words DOUBLED	6,691	3,712
£50 8 Words DOUBLED	4,528	5,485
£60 7 Words TRIPLED	3,924	6,329
£75 8 Words TRIPLED	3,549	6,998



Prize Amount	Number Of Prizes In Then Game At Start Of Game	Approx. Odds (1 In : ) At Start Of Game
£100 9 Words	1,580	15,718
£200 9 Words DOUBLED	584	42,523
£300 9 Words TRIPLED	590	42,091
£1,000 10 Words	80	310,416
£10,000 11 Words	8	3,104,160
£300,000 12 Words	5	4,966,656

As Prizes are won, the number of Prizes available in each category will reduce. Once the last top Prize has been validated, Retailers will be allowed to continue selling those Scratchcards that have already been activated for sale and any unactivated Scratchcard stock will be withdrawn. To find out up-to-date Prize information visit [national-lottery.co.uk](http://national-lottery.co.uk) or call the National Lottery Line on **0333 234 5050**. Calls cost no more than calls to 01 and 02 numbers. If your phone tariff offers inclusive calls to landlines, calls to 03 numbers will be included on the same basis.

#### Prize Value in The Game

The total value of Prizes in the print run of Scratchcards for the Game represents 67.20% of the total face value of Scratchcards. The overall value of Prizes in the initial print run of Scratchcards for the Game is £50,061,100.

The number of Prizes in the initial print run of Scratchcards for the Game relates to the number of Scratchcards recorded on Camelot's Computer System and formally notified to the Gambling Commission before any Scratchcards are sold. The details in these Procedures will not be revised to take into account any future sale or loss of Scratchcards, or future withdrawal of Scratchcards (where those Scratchcards are withdrawn by Camelot without knowledge of whether they are Prize bearing Scratchcards).

#### General

In the event of any conflict between these Procedures and any other information issued by Camelot in relation to this Game, these Procedures will take priority (except if any Game Specific Rules apply to this Game in which case they will take priority over these Procedures).



**GP GM1242**

Camelot UK Lotteries Limited, PO Box 287, Watford WD18 9TT.  
The National Lottery Line 0333 234 5050. Call charges as above.



**YOUR NUMBERS  
MAKE AMAZING  
HAPPEN**