



## INTERACTIVE INSTANT WIN GAME SPECIFIC RULES

Issue 1, 2025

“Christmas Crossingo”

### 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 1<sup>st</sup> day of December, 2025.

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 “Christmas Crossingo”

#### A. GENERAL

- 1) These are the Interactive Instant Win Game Specific Rules for the Game called “Christmas Crossingo” (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 “Christmas Crossingo”, 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 “Christmas Crossingo” play will be €2.

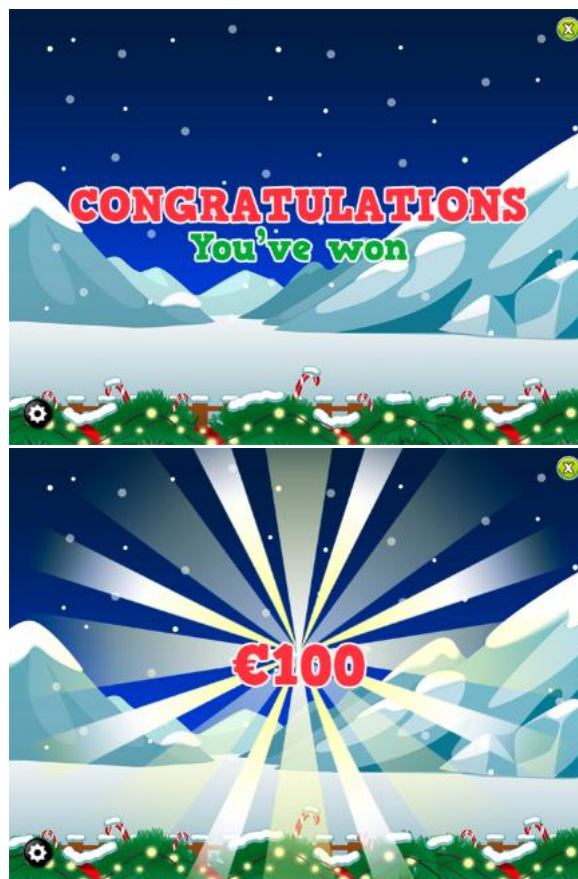
## C. HOW TO PLAY “CHRISTMAS CROSSINGO”

- 1) To play “Christmas Crossingo” the Player taps the “Play” link on the Game Play Window.
- 2) To advance the game, the Player taps “Play”. The Game Play Window then displays:
  - Play area with 25 square grids in a five (5) by five (5) format with numbers ranging from 1 to 50.
  - Twelve (12) Prize Amounts in total that can be won in the game are displayed on the horizontal and vertical axis.
  - 5 spheres displaying the ‘WINNING NUMBERS’ appear in the bottom of the screen.
  - ‘GO’ button with 5 chances to play.



- 3) The Game’s objective is to win Prize(s) by matching the numbers revealed in the sphere shaped ‘WINNING NUMBERS’ with the numbers displayed in the 25 square grids and complete a horizontal or vertical or diagonal line to win the associated Prize(s).
- 4) If one or multiple numbers in the square shaped grid match with the sphere shaped ‘WINNING NUMBERS’, the numbers will be marked with ‘GREEN STARS.’
- 5) If there are 4 numbers matched in a single row/column, then the stars will be highlighted in “YELLOW STARS” to indicate that the line is one number away from a winning line.

- 6) If any of the row/columns numbers are completed, then the numbers will be highlighted, and the prize amount is won for the line.
- 7) During the game, Players can win one or more direct wins, a 'COIN' symbol appears, and an amount is displayed, which is also added to the 'Total Win.'
- 8) If any 'WINNING NUMBER' turns 'GOLD' within the sphere and matches the number in the same column of the matrix, a 2x multiplier is applied to the Prize for the line containing that number, both horizontally and vertically on the grid.
- 9) During the game, Players may also reveal a 'SHUFFLE'  symbol. When this symbol appears, the numbers in the column where it is revealed will swap positions within that column.
- 10) When play has completed, the result displays on the Game Play Window:



*Please see above an example of an end winning play*

- 11) The Player taps 'FINISH' to accept the result.
- 12) The Game concludes and the result is displayed.

## 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 “Christmas Crossingo” 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	15.00	100,000
2	€2 (€1 (2X))	30.00	50,000
3	€2 €1 + €1 (Instant Win))	42.86	35,000
4	€2 (Instant Win)	100.00	15,000
5	€4	20.00	75,000
6	€4 (€2 + €2)	55.56	27,000
7	€4 (€2 + €2 (Instant Win))	76.92	19,500
8	€4 (€1 + €2 + €1 (Instant Win))	113.64	13,200
9	€4 (€1 (2X) + €2 (Instant Win))	147.06	10,200
10	€4 (Instant Win)	294.12	5,100
11	€10	57.69	26,000
12	€10 (€2 + €2 (2X) + €4)	164.84	9,100

13	<b>€10</b> (€2 (2X) + €4 + €2 (Instant Win))	180.29	8,320
14	<b>€10</b> (€2 + €2 + €4 + €2 (Instant Win))	288.46	5,200
15	<b>€10</b> (€2 + €4 + €4 (Instant Win))	443.79	3,380
16	<b>€20</b>	142.86	10,500
17	<b>€20</b> (€10 (2X))	238.10	6,300
18	<b>€20</b> (€2 (2X) + €2 + €10 + €4 (Instant Win))	714.29	2,100
19	<b>€20</b> (€2 (2X) + €4 + €10 + €2 (Instant Win))	714.29	2,100
20	<b>€100</b>	1,500.00	1,000
21	<b>€200</b>	75,000.00	20
22	<b>€2,000</b>	750,000.00	2
23	<b>€2,000</b> (€1,000 (2X))	1,500,000.00	1
24	<b>€20,000</b>	1,500,000.00	1
Total number of Prizes in Game as designed no less than			424,024
Odds of winning a Prize in Game			1 in 3.54
Odds of winning a top Prize in Game			1 in 1,500,000
Prize Percentage			69.00%
Total number of Plays as designed in Game			1,500,000