



INTERACTIVE INSTANT WIN GAME SPECIFIC RULES

Issue 1, 2026

“Crescendo”

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 25th day of March, 2026.

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 “Crescendo”

A. GENERAL

- 1) These are the Interactive Instant Win Game Specific Rules for the Game called “Crescendo” (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 “Crescendo”, 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 “Crescendo” play will be €3.

C. HOW TO PLAY “CRESCENDO”

- 1) To play “Crescendo” 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:
 - ‘WINNING NUMBERS’ containing six (6) ‘STAR’ symbols.
 - ‘YOUR NUMBERS’ containing twenty-one (21) ‘Question Mark’ symbols divided into 4 ‘MULTIPLIER AREAS’. Each of the ‘MULTIPLIER AREAS’ consists of a fixed ‘MULTIPLIER’ symbol (x1, x2, x5 and x10).
 - ‘TOTAL PRIZE’ box.



- 3) The Game’s objective is to win Prize(s) by matching the numbers revealed in ‘WINNING NUMBERS’ with numbers revealed in ‘YOUR NUMBERS’. Each of the twenty-one (21) ‘Question Mark’ symbols in each of the four (4) ‘MULTIPLIER AREAS’ must be revealed to complete the game.
- 4) A maximum of three (3) Prizes can be won in a single Play.
- 5) If a number revealed under ‘YOUR NUMBERS’ matches any of the numbers revealed under ‘WINNING NUMBERS’, the Prize shown below that number is won.
- 6) Any Prize won is then multiplied by the MULTIPLIER shown in the associated ‘MULTIPLIER AREA’ which is then added in the ‘TOTAL PRIZE’ box.

7) When play has completed, the result displays on the Game Play Window:



Please see above an example of an end winning play

- 8) The Player taps 'FINISH' to accept the result.
- 9) 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 "Crescendo" 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	€3	9.23	108,300
2	€6	49.02	20,400
3	€6 (€3 + €3)	25.25	39,600
4	€6 (€3 (2X))	16.67	60,000
5	€15	1,026.69	974
6	€15 (€5 + (€5 (2X)))	342.11	2,923
7	€15 (€3 + (€6 (2X)))	342.11	2,923
8	€15 (€6 + €3 + (€3 (2X)))	342.11	2,923
9	€15 (€10 + €5)	439.95	2,273
10	€15 (€3 (5X))	246.31	4,060
11	€30 (€3 (10X))	90.14	11,094
12	€30 (€6 (5X))	168.52	5,934
13	€30 (€5 + (€5 (5X)))	204.00	4,902
14	€30 (€10 + (€10 (2X)))	430.66	2,322
15	€30 (€15 (2X))	1,937.98	516
16	€30	1,937.98	516
17	€30 (€15 + €15)	1,937.98	516
18	€50	50,000.00	20
19	€50 (€10 (5X))	25,000.00	40
20	€50 (€5 (10X))	25,000.00	40

21	€1,000 ((€50 + €50) (10X))	1,000,000.00	1
22	€1,000 (€100 (10X))	333,333.33	3
23	€1,000	1,000,000.00	1
24	€30,000 (€3,000 (10X))	1,000,000.00	1
Total number of Prizes in Game as designed no less than			270,282
Odds of winning a Prize in Game			1 in 3.70
Odds of winning a top Prize in Game			1 in 1,000,000
Prize Percentage			70.00%
Total number of Plays as designed in Game			1,000,000