

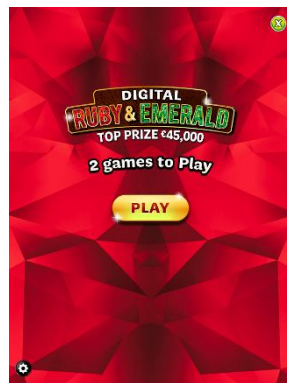


INTERACTIVE INSTANT WIN GAME SPECIFIC RULES

Issue 1, 2025

“Digital Ruby & Emerald”

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 18th day of July, 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 “Digital Ruby & Emerald”

A. GENERAL

- 1) These are the Interactive Instant Win Game Specific Rules for the Game called “Digital Ruby & Emerald” (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 “Digital Ruby & Emerald”, 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 “Digital Ruby & Emerald” play will be €5.

C. HOW TO PLAY “DIGITAL RUBY & EMERALD”

- 1) To play “Digital Ruby & Emerald” 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:
 - A ‘WINNING NUMBERS’ section with two (2) euro symbols to uncover
 - A ‘YOUR NUMBERS’ section with ten (10) ruby symbols to uncover
 - Game instructions:
 - Match any of “YOUR NUMBERS” to the “WINNING NUMBERS” and win the prize below.
 - Find a “4” symbol and win the prize amount shown.



- 3) The Game’s objective is to win Prize(s) by matching numbers in the ‘YOUR NUMBERS’ section to numbers in the ‘WINNING NUMBERS’ section and/or revealing “” symbol(s) in the RUBY screen and/or revealing “” symbol(s) in the EMERALD screen.

- 4) On the RUBY screen the Player taps each of the two (2) euro symbols and ten (10) ruby symbols in any order. When a euro symbol is tapped, a unique number will be revealed. When a ruby symbol is tapped a number and Prize amount below that number will appear.
- 5) If the Player reveals a number in the ‘YOUR NUMBERS’ section of the RUBY screen matching a number in the ‘WINNING NUMBERS’ section of the RUBY screen, the Player wins the Prize amount below that number.



- 6) If the Player reveals a “4” symbol in the ‘YOUR NUMBERS’ section of the RUBY screen, the Player wins the Prize amount below that symbol instantly.
- 7) When all symbols have been tapped on the RUBY screen, the Player is prompted to tap the arrow to move to the EMERALD screen.
- 8) On the EMERALD screen the Player taps each of the two (2) euro symbols and ten (10) emerald symbols in any order. When a euro symbol is tapped, a unique number will be revealed. When an emerald symbol is tapped a number and Prize amount below that number will appear.
- 9) If the Player reveals a number in the ‘YOUR NUMBERS’ section of the EMERALD screen matching a number in the ‘WINNING NUMBERS’ section of the EMERALD screen, the Player wins the Prize amount below that number.



- 10) If the Player reveals a “5” symbol in the ‘YOUR NUMBERS’ section of the EMERALD screen, the Player wins the Prize amount below that symbol instantly.
- 11) When play has completed, the result displays on the Game Play Window:



Please see above an example of an end winning play

- 12) The Player taps 'FINISH' to accept the result.
- 13) 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 “Digital Ruby & Emerald” 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	€5 (€5)	8.00	75,000
2	€10 (€10)	24.00	25,000
3	€10 (€5x2)	19.35	31,000
4	€25 (€25)	80.00	7,500
5	€25 (€5x5)	240.00	2,500
6	€25 (€10+€10+€5)	240.00	2,500
7	€40 (€40)	600.00	1,000
8	€40 (€10x4)	384.62	1,560
9	€40 (€5x8)	285.71	2,100
10	€50 (€50)	777.20	772
11	€50 (€10x5)	480.00	1,250
12	€100 (€100)	2,000.00	300
13	€100 (€5x20)	2,000.00	300

14	€100 (€25x4)	1,714.29	350
15	€200 (€200)	4,000.00	150
16	€200 (€10x20)	4,000.00	150
17	€200 (€50x4)	3,000.00	200
18	€200 (€40x5)	3,000.00	200
19	€400 (€400)	8,571.43	70
20	€400 (€100x4)	12,000.00	50
21	€400 (€40x10)	12,000.00	50
22	€1,000 (€1,000)	300,000.00	2
23	€1,000 (€50x20)	150,000.00	4
24	€1,000 (€200x5)	150,000.00	4
25	€1,000 (€100x10)	150,000.00	4
26	€1,000 ((€10x4) + (€40x4) + (€100x4) + (€200x2))	75,000.00	8
27	€5,000 (€5,000)	100,000.00	6
28	€5,000 (€1,000x5)	100,000.00	6
29	€45,000 (€45,000)	300,000.00	2
Total number of Prizes in Game as designed no less than			152,038
Odds of winning a Prize in Game			1 in 3.95
Odds of winning a top Prize in Game			1 in 300,000
Prize Percentage			67.00%
Total number of Plays as designed in Game			600,000