



INTERACTIVE INSTANT WIN GAME SPECIFIC RULES

Issue 1, 2025

“Hand to Hand Clash”

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 17th day of September, 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 “Hand to Hand Clash”

A. GENERAL

- 1) These are the Interactive Instant Win Game Specific Rules for the Game called “Hand to Hand Clash” (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 “Hand to Hand Clash”, 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 “Hand to Hand Clash” play will be €5.

C. HOW TO PLAY “HAND TO HAND CLASH”

- 1) To play “Hand to Hand Clash” 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:

- ‘LIVES’ counter
- Play area with ‘ROUND’ symbols marked one (1) through fifteen (15)
- ‘MULTIPLIER’ counter
- Prize table progress meter
- rock ‘’, paper ‘’ and scissors ‘’ symbols
- ‘TOTAL WIN’ box
- Game instruction: “Tap either , , or . Win on 4 or more rounds and win the prize in the prize table.”

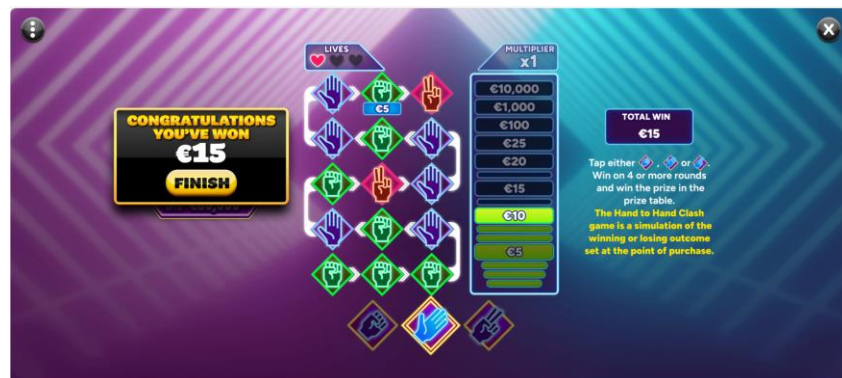


- 3) The Game’s objective is to fill the prize table progress meter by winning rounds to collect the associated Prize(s) and/or collect ‘INSTANT PRIZES’.
- 4) The Player starts with three (3) ‘LIVES’ and a 1X ‘MULTIPLIER’.
- 5) The Player selects one of the three symbols: rock ‘’, paper ‘’, or scissors ‘’. The Player then taps the ‘ROUND’ symbols in sequence,

starting with 'ROUND 1'. Tapping an unrevealed 'ROUND' symbol reveals

one of three symbols: rock '👊', paper '👐', or scissors '✂️'.

- If the Player wins the 'ROUND' a corresponding symbol highlighted in green is shown and the prize table progress meter advances one step.
 - If the Player ties the 'ROUND' a corresponding symbol highlighted in blue is shown.
 - If the Player loses the 'ROUND' a corresponding symbol highlighted in red is shown and the 'LIVES' counter decreases by one.
- 6) When a 'ROUND' is won an 'INSTANT PRIZE' may be revealed. The 'INSTANT PRIZE' amount is then shown on the corresponding symbol and added to the 'TOTAL WIN' box.
 - 7) 'ROUND(S)' 4, 8, 12 and 15 contain multipliers indicated along the top left edge of the corresponding 'ROUND' symbol. For each of these 'ROUND(S)' won the 'MULTIPLIER' counter increases by one.
 - 8) The Game concludes when the 'LIVES' counter reaches zero, or all 15 'ROUNDS' have been played, whichever occurs first. Any prize(s) reached on the prize table progress meter will be added to the 'TOTAL WIN' box, along with any 'INSTANT PRIZE' amounts collected. The 'TOTAL WIN' amount is then multiplied by the multiplier indicated in the 'MULTIPLIER' counter.
 - 9) When play has completed, the result displays on the Game Play Window:



Please see above an example of an end winning play

- 10) The Player taps 'FINISH' to accept the result.
- 11) 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 “Hand to Hand Clash” 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 (Instant Win))	21.74	46,000
2	€5 (€5)	7.82	127,900
3	€10 ((€5 (Instant Win)) X 2)	52.36	19,100
4	€10 (€5 X 2)	66.67	15,000
5	€10 (€10)	29.41	34,000
6	€15 ((€10 + €5 (Instant Win)))	208.33	4,800
7	€15 (€5 X 3)	250.00	4,000
8	€15 (€15)	66.67	15,000
9	€20 (€10 X 2)	142.86	7,000
10	€20 ((€5 + €15 (Instant Win)))	400.00	2,500
11	€20 (€20)	285.71	3,500

12	€25 ((€5 + €5 (Instant Win) + €15 (Instant Win)))	8,333.33	120
13	€25 (€5 X 5)	1,000.00	1,000
14	€25 ((€5 + €20 (Instant Win)))	166.67	6,000
15	€30 ((€5 + €5 (Instant Win)) X 3)	4,000.00	250
16	€30 ((€5 + €10 (Instant Win)) X 2)	500.00	2,000
17	€35 ((€5 + €30 (Instant Win)))	186.92	5,350
18	€40 ((€10 + €30 (Instant Win)))	800.00	1,250
19	€40 ((€10 + €10 (Instant Win)) X 2)	333.33	3,000
20	€45 ((€5 + €10 (Instant Win)) X 3)	1,428.57	700
21	€50 ((€10 + €20 (Instant Win) + €20 (Instant Win)))	2,777.78	360
22	€50 ((€10 + €15 (Instant Win)) X 2)	3,508.77	285
23	€60 ((€15 + €15 (Instant Win)) X 2)	666.67	1,500
24	€70 ((€5 + €30 (Instant Win)) X 2)	33,333.33	30
25	€75 ((€10 + €15 (Instant Win)) X 3)	83,333.33	12

26	€80 ((€15 + €5 (Instant Win)) X 4)	83,333.33	12
27	€85 ((€20 + €15 (Instant Win) + €50 (Instant Win)))	83,333.33	12
28	€90 ((€20 + €20 (Instant Win) + €50 (Instant Win)))	83,333.33	12
29	€95 ((€20 + €25 (Instant Win) + €50 (Instant Win)))	83,333.33	12
30	€100 ((€25) X 4)	83,333.33	12
31	€125 ((€25) X 5)	27,777.78	36
32	€150 ((€25 + €50 (Instant Win)) X 2)	27,777.78	36
33	€175 ((€25 + €10 (Instant Win)) X 5)	66,666.67	15
34	€200 ((€25 + €25 (Instant Win)) X 4)	66,666.67	15
35	€250 ((€25 + €25 (Instant Win)) X 5)	996.02	1,004
36	€300 ((€100) X 3)	100,000.00	10
37	€325 ((€25 + €40 (Instant Win)) X 5)	100,000.00	10
38	€375 ((€100 + €25 (Instant Win)) X 3)	100,000.00	10
39	€400 ((€100) X 4)	100,000.00	10
40	€450 ((€100 + €50 (Instant Win)) X 3)	100,000.00	10

41	€500 ((€100) X 5)	100,000.00	10
42	€1,000 ((€100 + €50 (Instant Win) + €50 (Instant Win)) X 5)	200,000.00	5
43	€1,500 ((€100 + €50 (Instant Win) + €50 (Instant Win) + €50 (Instant Win) + €50 (Instant Win)) X 5)	200,000.00	5
44	€2,000 ((€100 + €50 (Instant Win) + €50 (Instant Win) + €50 (Instant Win) + €50 (Instant Win) + €50 (Instant Win) + €50 (Instant Win)) X 5)	200,000.00	5
45	€20,000 ((€1000 + €1000 (Instant Win) + €1000 (Instant Win) + €1000 (Instant Win)) X 5)	200,000.00	5
46	€80,000 ((€10,000 + €1000 (Instant Win) + €1000 (Instant Win) + €1000 (Instant Win) + €1000 (Instant Win) + €1000 (Instant Win) + €1000 (Instant Win)) X 5)	1,000,000.00	1
Total Number of Prizes in Game as designed no less than		301,904	
Odds of Winning a Prize in Game		1 in 3.31	
Odds of Winning a top Prize in Game		1 in 1,000,000	
Prize Percentage		68.50%	
Total Number of Plays as Designed in Game		1,000,000	