



Rules for Instant Game 394
“Deal or No Deal”
(including TV Game Show)

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The National Lottery

Rules for Instant Game No. 394 “Deal or No Deal”

The following sets forth the Rules for an instant lottery game (hereinafter known as Deal or No Deal) which is to be operated by An Post National Lottery Company (hereinafter known as “the Company”) as part of The National Lottery.

The game will commence on a date to be announced, and will continue until the Company publicly announces a termination date.

These rules have been approved by the Minister for Finance in accordance with Section 28 of The National Lottery Act 1986.

General

1. These rules are governed by The National Lottery Act 1986 and the General Rules for The National Lottery.
2. The Company reserves the right to vary these rules subject to the consent of the Minister for Finance.
3. The procedures for the holding of draws and games will be as set down by the Company.
4. All draws and games will be conducted at times and places and pursuant to methods determined by the Company.
5. All draws and games may be attended by members of the public, subject to invitation or written request. The Company reserves the right to limit the number of attendants at any draw or game.
6. The Company reserves the right to vary the format of the Deal or No Deal TV Game Show, including the number of eligible entrants to be drawn and the value and number of prizes subject to the approval of the Minister for Finance.
7. Participants drawn to appear on the Deal or No Deal TV Game Show will be subject to the terms and conditions of these Game Rules.
8. The official address to which correspondence must be sent is:

An Post National Lottery Company
Abbey Street Lower
DUBLIN 1

9. The official address to which Deal or No Deal TV Game Show draw-entries must be sent is:

Deal or No Deal TV Game Show
The National Lottery
PO Box 3000
DUBLIN 1

10. Where the context so requires, in these game rules, the neuter 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.

A. Definitions

The following words and terms will have the following meanings unless the context clearly indicates otherwise:

Agent Validation Code means the 2-letter code which appears underneath the removable rub-off covering of the Play Area. This code may be used by Retail Sales Agents to verify €5, €6, €10, €25, €50, €100 and €250 winners.

Banker's Bonus Play Area means the small latex-covered Play Area positioned on the Ticket Stub which contains the word(s) either 'DEAL' or 'NO DEAL'.

Bar-code means the machine-readable arrangement of numbers and parallel lines of different widths printed on the back of each Ticket which can be electronically scanned.

Book means a batch of 50 fan-folded Tickets bearing a common Book Number.

Cash Box(s) mean(s) the boxes in the latex-covered Play Area positioned on the upper left-hand side of the Ticket which contain various Prize Symbols or the symbol(s) 'DEAL' or 'NO DEAL'.

Catch-All Preliminary Draw means a Preliminary Draw to be held on a date and time as determined by the Company which will include all Draw entries received after 10.00 a.m. on the day of the last Deal or No Deal Preliminary Draw of the current series.

Chief Executive means the person appointed by the Company for the time being to be its Chief Executive or any other person to whom the Chief Executive's authority is lawfully delegated.

Deal or No Deal Final Draw means a draw to determine those who will be invited to participate in a Deal or No Deal TV Game Show, or other game as may be determined by the Company.

Deal or No Deal Preliminary Draw means a draw to determine the entrants into a Deal or No Deal Final Draw.

Deal or No Deal TV Game Show or TV Game Show means a game of chance, conducted in association with TV3 and Endemol, in which participants may win various cash amounts.

Draw Entry means:

- a) Entitlement to enter a Deal or No Deal Preliminary Draw when the word 'DEAL' appears in the Banker's Bonus Play Area on the Ticket Stub.
- b) Entry into one of the Deal or No Deal Final Draws. Entitlement to enter a Deal or No Deal Final Draw is confined to the owner of a Ticket Stub drawn in the corresponding Deal or No Deal Preliminary Draw.

Endemol means the company which owns the intellectual property rights to the Deal or No Deal TV game format and will produce the Deal or No Deal TV Game Show.

Game/Book/Ticket Number means the 12-character numeric code printed to show on the lower right-hand corner of each Ticket and on the back of each Ticket. The Ticket Stub will contain a 9-digit number which is comprised of the 6-digit book number and the 3-digit Ticket number.

Instant Prize means the prize shown that is won when the Player has marked the Prize Table on the Ticket in accordance with Section (G) of these Game Rules and the remaining unmarked box in the Prize Table contains a Euro amount when revealed.

Play Area means the large latex-covered panel positioned on the upper left-hand side of the Ticket.

Play Symbols mean the Euro amounts and 'NO DEAL' symbols which appear in the Play Area and the Euro amounts and 'NO DEAL' symbols which appear in the Prize Table, along with their matching captions. These Euro amounts and 'NO DEAL' symbols and captions will be derived from the following set:



Prize Table means the latex-covered grid of 16 rectangular boxes positioned on the right hand side of the ticket containing either a Euro amount or a 'NO DEAL' symbol which will be derived from the following set :



Qualified Person means a person who is 18 years of age or older, and who is otherwise eligible to own a Ticket within the context of The National Lottery Act 1986.

Retail Sales Agent means a person authorised to sell National Lottery Tickets under Section 7 of The National Lottery Act 1986.

Ticket means a National Lottery Deal or No Deal Ticket, part of which is a detachable Ticket Stub. Deal or No Deal Tickets are issued by the Company for sale to the general public.

Ticket Bearer means the person who has possession of the Ticket.

Ticket Owner means the person who has signed the Ticket or Ticket Stub or has possession of the unsigned Ticket or Ticket Stub or who is recognised by the Company as the owner of the Ticket or Ticket Stub under Rule 4.19 of The General Rules for the National Lottery.

The Company means An Post National Lottery Company.

Ticket Stub means the detachable portion of the Ticket. The Ticket Stub will contain either a 'DEAL' or a 'NO DEAL' symbol. Players who reveal a 'DEAL' symbol on the Ticket Stub may enter one of the Deal or No Deal Preliminary Draws.

Unclaimed Prize means any award, financial or otherwise, as set out in these Rules for which exists physical, tangible evidence of eligibility but for which the prize remains unclaimed 90 days following the announced end of Game.

Validation/Security Number means the multi-digit numeric code which appears underneath the removable covering on the front of the Ticket.

B. Governing Law and Rules

In purchasing a Ticket, the Purchaser agrees to abide by the Law of Ireland, The National Lottery Act 1986, The General Rules for The National Lottery and these Game Rules.

C. Ticket Price

The price of a Deal or No Deal Ticket will be €3.00.

D. Purchase and Prize Restrictions

No Ticket shall be purchased by, and no prize shall be paid to, any officer or employee of the Company or any contractor or sub-contractor involved in the production of Deal or No Deal Tickets or the Deal or No Deal TV Game Show, or any other person prohibited by The National Lottery Act 1986 from purchasing, owning, or claiming on a Ticket.

E. Prosecution

Any person who alters or attempts to alter a Ticket with a view to obtaining a prize, or any person who purchases, owns, or claims on a Ticket and is not entitled to do so, is liable to criminal prosecution.

F. Retail Sales Agent Conduct

1. Retail Sales Agents are prohibited from exchanging Books with other Retail Sales Agents.
2. Prior to payment of any Instant Prize, Retail Sales Agents must verify the win through the Central Validation System.
3. Retail Sales Agents must denote completed payment of a winning Ticket by punching a hole through the Bar-code on the Ticket and retaining the Ticket until the Book has been sold.
4. Retail Sales Agents are prohibited by law from selling National Lottery Tickets to persons under 18 years of age.

G. How to Play Game 394 'Deal or No Deal'

a) Play Area

Each Deal or No Deal Ticket will contain a latex-covered Play Area positioned on the upper left-hand side of the Ticket containing 15 Cash Boxes which each conceal Euro amounts and/or 'NO DEAL' symbols, and a latex-covered Prize Table

positioned on the right-hand side of the Ticket containing 16 rectangular boxes which each contain Euro amounts and/or 'NO DEAL' symbols.




The Player must scratch all 15 Cash Boxes in the Play Area to reveal the Euro amounts and 'NO DEAL' symbols. For each Euro amount revealed in the Cash Boxes, the Player must scratch the corresponding Euro amount in the Prize Table boxes. For each 'NO DEAL' symbol revealed in the Cash Boxes the Player must scratch only one (1) of the corresponding 'NO DEAL' symbols in the Prize Table.

When the Player has matched all of the fifteen (15) Euro amounts and 'NO DEAL' symbols in the Cash Boxes with the corresponding Euro amounts/'NO DEAL' symbols in the Prize Table, one unscratched Euro amount or 'NO DEAL' symbol will remain. If the remaining unscratched box in the Prize Table contains a Euro amount the Player wins the Euro amount revealed. If the remaining unscratched box in the Prize Table contains a 'NO DEAL' symbol the Player does not win a prize in this area.

b) Banker's Bonus Play Area

The Banker's Bonus Play Area on the Ticket Stub contains either a 'DEAL' or a 'NO DEAL' symbol. Players who reveal a 'DEAL' symbol on the Ticket Stub shall be entitled to enter into a Preliminary Draw to determine the entrants into a Final Draw, the prize for which shall be an invitation to participate in a Deal or No Deal TV Game Show, or other game as may be determined by the Company. Players who reveal a 'NO DEAL' symbol on the Ticket Stub are not entitled to enter into the Preliminary Draw for the Deal or No Deal TV Game Show or other game as may be determined by the Company.

H. Determination of Prizewinners

1. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table on the Ticket contains a  symbol, the owner of the Ticket is entitled to a prize of €25,000.
2. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table on the Ticket contains a  symbol, the owner of the Ticket is entitled to a prize of €5,000.
3. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table on the Ticket contains a  symbol, the owner of the Ticket is entitled to a prize of €1,000.
4. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table

- on the Ticket contains a **€500**
FIVEHUN symbol, the owner of the Ticket is entitled to a prize of €500.
5. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table on the Ticket contains a **€250**
TWOFIFTY symbol, the owner of the Ticket is entitled to a prize of €250.
 6. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table on the Ticket contains a **€100**
ONEHUN symbol, the owner of the Ticket is entitled to a prize of €100.
 7. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table on the Ticket contains a **€50**
FIFTY symbol, the owner of the Ticket is entitled to a prize of €50.
 8. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table on the Ticket contains a **€25**
THENFIV symbol, the owner of the Ticket is entitled to a prize of €25.
 9. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table on the Ticket contains a **€10**
TEN symbol, the owner of the Ticket is entitled to a prize of €10.
 10. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table on the Ticket contains a **€6**
SIX symbol, the owner of the Ticket is entitled to a prize of €6.
 11. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table on the Ticket contains a **€5**
FIVE symbol, the owner of the Ticket is entitled to a prize of €5.
 12. When the latex on the Ticket has been scratched in accordance with Section (G) of these Game Rules and the remaining unscratched box in the Prize Table contains a 'NO DEAL' symbol, the owner of the Ticket is not entitled to a prize.
 13. The owner of a Ticket Stub from Game 394 'Deal or No Deal', which bears a 'DEAL' symbol shall be entitled to enter into a Preliminary Draw to determine the entrants into a Final Draw, the prize for which shall be an invitation to participate in a Deal or No Deal TV Game Show, or other game as may be determined by the Company.
 14. Players can win both a cash amount and a Draw Entry on the same Ticket.

I. Ticket Validation

To be a valid Deal or No Deal National Lottery Ticket the following conditions must be met:

1. Exactly thirty-one (31) Play Symbols must appear in the Play Area and one Play Symbol must appear on the Ticket Stub.
2. Cash and 'DEAL' or 'NO DEAL' symbols must be spelt out in captions underneath, and each of these Play Symbols must agree with its caption.
3. Each of the thirty-one (31) Play Symbols and their captions in the Play Area and the one (1) Play Symbol and its caption on the Ticket Stub must be printed in their entirety, must be fully legible and must be printed in grey/black ink.
4. The Validation/Security Number must be present in its entirety, must be fully legible, must be printed in grey/black ink and must correspond, using the Company's codes, to the apparent Play Symbols on the Ticket.
5. The Ticket must be fully intact and shall be deemed to be intact even if the Ticket Stub has been detached.
6. The Game/Book/Ticket Number must be present in its entirety, must be fully legible, and must be printed in grey/black ink.
7. The Bar-code must be present in its entirety, must be readable and must be printed in grey/black ink.
8. The Ticket must not be counterfeit in whole or in part.
9. The Ticket must not be mutilated, altered, unreadable, or tampered with in any manner.
10. The Ticket must have been issued by the Company in an authorised manner.
11. The Ticket must have been purchased through an authorised Retail Sales Agent before the official close of Game.
12. The Ticket must not be stolen.
13. The Play Symbols, Game/Book/Ticket Number and Validation/Security Number must be right side up and not reversed in any manner.
14. The Ticket must be complete, not blank, or partially blank, must not have a hole punched through it, must not be miscut, must not be marked void, and must have exactly thirty-two Play Symbols and exactly thirty-two correct captions, exactly one Validation/Security Number and exactly one Game/Book/Ticket Number on both the front and the back.
15. The Ticket Stub must be complete, not blank, or partially blank, must not be miscut, must not be marked void and must have a 9-digit Book/Ticket number.
16. The Validation/Security Number of all winning Tickets must appear on the Company's official file, and only one prize payment will be made on any individual winning Ticket.
17. The Ticket must not be misregistered, defective, or produced in error.

18. Each of the Play Symbols indicating the word(s) 'DEAL' or 'NO DEAL' or Euro amounts appearing on the Ticket must be printed in accordance with the standards on file for that game.
19. The captions associated with the Play Symbols must each be printed in accordance with the standards on file for that Game.
20. The Validation/Security Number must be printed in accordance with the standards on file for that Game.
21. The Game/Book/Ticket Number must be printed in accordance with the standards on file for that Game.
22. The 2-letter Agent Validation Code must be present in the Play Area and must be printed in accordance with the standards on file for that Game.
23. The display printing must not be irregular in any respect.
24. The Ticket must pass all additional confidential validation tests of the Company.
25. Any Ticket not passing all the validation tests mentioned is void and is ineligible for any prize. In all cases of doubt, the decision of the Company will be final and binding. However, the Company may, at its discretion, replace an invalid Ticket with an un-played Ticket or Tickets. Should a defective Ticket be purchased, the only responsibility of the Company shall be the replacement of the defective Ticket with an un-played Ticket of equivalent sales price.

J. Ticket Responsibility

1. The Company will not be responsible for lost or stolen Tickets.
2. The Company will not be responsible for Tickets redeemed in error for a lower prize at a Retail Sales Agent location.
3. The Company shall not be obliged to pay any cash prizes which are not claimed within 90 days of the announced end of the Game.
4. Where a winning Ticket is presented either to the Company or its Retail Sales Agent by a person other than the purchaser and the Ticket passes all the Company's validation tests, the payment of the prize shall discharge the Company from any liability to the purchaser. In all other cases, the Company will be discharged from any liability after payment of prizes.

K. Payment of Prizes

1. Prizes of €5, €6, €10 and €25 may be redeemed at any Retail Sales Agent and prizes of €5, €6, €10, €25, €50, €100 and €250 with a Retail Sales Agent's consent, in exchange for a completed winning Ticket and following Ticket validation procedure. Alternatively, these prizes may be claimed by posting the Ticket, together with a completed claim form, to the Company's headquarters at the claimant's sole risk.
2. Prizes of €5, €6, €10, €25, €50, €100, €250, €500, €1,000 and €5,000 may be redeemed at any Prize Claim Centre (selected An Post Company Offices) in exchange for a completed winning Ticket, following the completion of a claim

form and Ticket validation procedure. Alternatively, these prizes may be claimed by posting the Ticket, together with a completed claim form, to the Company's headquarters at the claimant's sole risk.

3. Prizes of €25,000 must be redeemed at National Lottery headquarters.
4. Cash prizes won in a Deal or No Deal TV Game Show, or other Game, will be paid on the night of the Deal or No Deal TV Game Show or other Game at the discretion of the Company.
5. Cash prizes won in a Deal or No Deal TV Game Show will only be paid when they correspond with the prize amounts recorded on the Deal or No Deal TV Game Show control sheet for each Player and this confirmed by the Draw Manager and the independent observer.
6. The Company will be discharged from any liability after payment or posting of prizes.
7. After the expiration of 90 days from the announced end of the Game, Unclaimed Prizes will be held in a special reserve fund for subsequent distribution as prizes.

L. Instant Prizes

1. The total number of Instant Prizes in the Game as designed, including Deal or No Deal draw-entries shall be no less than 401,344.
2. The odds of winning a prize, including a draw-entry, are 1 in 4.98 on average.
3. At time of purchase some prizes may have already been won.

Deal or No Deal Preliminary Draws

1. Each Deal or No Deal Preliminary Draw will be conducted in accordance with procedures set down by the Company.
2. The format, intervals and location of Deal or No Deal Preliminary Draws may vary from time to time, as decided by the Company, and may be publicly announced.
3. A Ticket Stub eligible for inclusion in a Deal or No Deal Preliminary Draw will be a Ticket Stub that conforms to the following criteria:
 - a) The Ticket Stub has been individually sealed in a designated correctly stamped envelope, posted to arrive at The National Lottery Draw Entry address no later than 10.00 am on the day of the draw, or:
 - b) The Ticket Stub has been individually sealed in a designated envelope and the envelope inserted along with another sealed designated envelope or envelopes containing individual Ticket Stubs in one outer correctly stamped and sealed cover to arrive at The National Lottery Draw Entry address no later than 10.00 am on the day of the draw, or:
 - c) The Ticket Stub has been enveloped and sealed as in (a) or (b) and is hand-delivered to The National Lottery Headquarters no later than 10.00 am on the day of the draw.
4. A Ticket Stub arriving by any means or under any conditions other than above, may be rejected for inclusion in a draw, in which case there will be no referral or correspondence.
5. In the event that a Ticket Stub arrives correctly enveloped and sealed, but too late for inclusion in a particular Deal or No Deal Preliminary Draw, it will be securely held for inclusion in the next Deal or No Deal Preliminary Draw where applicable (for the duration of the Deal or No Deal TV Game Show series).
6. All entries will be thoroughly and randomly mixed in an appropriate container prior to any draw.
7. All draw procedures will be conducted under security conditions.
8. A corresponding Deal or No Deal Preliminary Draw will take place in advance of each Deal or No Deal TV Game Show in which twenty (20) Ticket Stub Draw Entries will be randomly drawn in the presence of the Draw Manager and the independent observer and placed in a Final Draw receptacle and the receptacle held under secure conditions.
9. Each drawn envelope will be opened in the presence of at least two Company officials and an appointed independent observer, and the Game/Book/Ticket Number immediately logged. Should an envelope contain more than one Ticket Stub, one Ticket Stub only will be drawn and logged and that Ticket Stub will qualify as being drawn.
10. Each drawn Ticket Stub will be subjected to a validation process.

11. To be eligible for inclusion in any Deal or No Deal Final Draw a Ticket Stub drawn in a Deal or No Deal Preliminary Draw must conform to the following criteria:
 - a) The Ticket Stub is from a genuine National Lottery Game 394 Deal or No Deal Ticket which has been purchased through an authorised Retail Sales Agent and
 - b) the Ticket Stub bears the correct symbol or symbols denoting Draw Entry eligibility or satisfies whatever other Draw Entry eligibility criteria that may be decided from time to time by the Company and
 - c) the Ticket Stub passes all the validation tests of the Company and
 - d) the Ticket Stub has been legibly completed with the owner's name, address and signature.
12. In the event that a drawn Ticket Stub fails any of the above criteria, it will be rejected for inclusion in any further draw or game, and another Ticket Stub will be drawn in its place.
13. Entries received before 10.00 hrs on the day of the first Deal or No Deal Preliminary Draw will be included in the first Preliminary Draw for the Deal or No Deal TV Game Show
14. Entries received after 10.00 hrs on the day of the Deal or No Deal Preliminary Draw for any given week will be entered into the Deal or No Deal Preliminary Draw for the next associated TV Game Show.
15. Entries received after 10.00 hrs on the day of the last Deal or No Deal Preliminary Draw will be included in a Catch-All Preliminary Draw for a Deal or No Deal TV Game show or other game to be determined by the Company.
16. At the end of all Deal or No Deal Preliminary Draws (with the exception of the Catch-all Preliminary Draw), all un-drawn Ticket Stubs will be securely transported for destruction under supervision.
17. A "Catch-All" Preliminary Draw for a Deal or No Deal TV Game Show (or other game to be determined by the Company) will take place no earlier than 14th January 2010 (or other date to be determined by the Company).

Deal or No Deal TV Game Show Final Draws

1. Each Final Draw will be conducted in accordance with the procedures set down by the Company.
2. The format, intervals and location of Final Draws may vary from time to time, as decided by the Company.
3. Entries included in a Final Draw will be entries drawn in a Preliminary Draw and deemed eligible.
4. All Deal or No Deal TV Game Show Final Draws will be conducted in the presents of at least two company officials and an appointed independent observer.
5. A corresponding Deal or No Deal TV Game Show Final Draw will take place in advance of each Deal or No Deal TV Game Show for the duration of the current series. A Deal or No Deal TV Game Show Final Draw format will be the transfer of all 20 envelopes from the special container to a draw receptacle and the subsequent drawing of one winning draw entry Ticket Stub by a Company appointee to provide one Player for the corresponding Deal or No Deal TV Game Show.
6. Each drawn Ticket Stub will be subjected to a validation process.
7. Each Deal or No Deal Final Draw prize will consist of an invitation to the Ticket Stub Owner of the drawn Ticket Stub, as defined in the General Rules for The National Lottery, to attend at and participate in, the Deal or No Deal TV Game Show appropriate to that Deal or No Deal Final Draw.
8. In the event that an invitee or invitees may be unwilling to participate in a Deal or No Deal TV Game Show or to appoint, where rules allow, or have appointed by the Company, a proxy to participate on their behalf, or are found to be precluded from ownership of a Ticket under The National Lottery Act 1986, or cannot be contacted by the Company, the Invitee shall be declared ineligible, and the Ticket Stub void. In any such event a substitute Ticket Stub will be drawn from the un-drawn entries in the Deal or No Deal Final Draw from which the ineligible entry was drawn.
9. Deal or No Deal TV Game Show invitees will be contacted in accordance with Company procedures, and advised, in writing, of the date, time and venue of the relevant Deal or No Deal TV Game Show.
10. In the event of the cancellation of a Deal or No Deal TV Game Show, the Company shall be discharged from any liability by allowing each of the affected participants to participate in a Deal or No Deal TV Game Show or other game as may be determined by the Company at the earliest opportunity.

All un-drawn Deal or No Deal Final Draw Ticket Stubs will be held under secure conditions until the end of the associated Deal or No Deal TV Game Show and then securely transported for destruction under supervision.

Deal or No Deal TV Game Show

1. Each Deal or No Deal TV Game Show will be conducted in accordance with procedures set down by the Company.
2. The format, intervals and locations of Deal or No Deal TV Game Shows may vary from time to time, as decided by the Company.
3. Each Deal or No Deal TV Game Show will be conducted in the presence of at least two Company officials and an appointed independent observer.
4. Participants in a Deal or No Deal TV Game Show will be the owner of the eligible Deal or No Deal Ticket Stub entry drawn in a Final Draw, who have been invited to, and have agreed to participate in, a Deal or No Deal TV Game Show, or, in exceptional circumstances, their proxies. In the event that more than one name appears on the rear of a Ticket Stub, one of those persons whose name appears thereon must be designated by mutual consent of the Ticket Stub owners to participate in the Deal or No Deal TV Game Show. This may be done by indicating the name of the person designated to participate in the Deal or No Deal TV Game Show, and to whom payment of the prize won is to be made, by an indication on a Declaration Form, and by the signature on the Declaration Form of all other persons whose names appear on the rear of the Ticket Stub.
5. A proxy will be substituted to participate in a Deal or No Deal TV Game Show, or part thereof, in place of and on behalf of an invitee if:
 - a) an invitee is contacted but, for a reason considered valid by the Company (e.g. illness, a bereavement etc.) is unable to attend or participate; or
 - b) an invitee cannot be contacted in time; or
 - c) an invitee fails to attend in time to participate in a Deal or No Deal TV Game Show; or
 - d) an invitee has died in the interim between submitting the winning Ticket and the date and time of the Deal or No Deal TV Game Show; or
 - e) at the time of a Deal or No Deal TV Game Show an invitee is deemed to be under the influence of intoxicants or drugs or is otherwise deemed unfit to participate.
6. Only the invited legitimate owner (as defined) of a Ticket Stub, with the agreement of the Company, or the Company, has the right to appoint a proxy.
7. An acceptable proxy may be a close relative or friend of an invitee by agreement in writing with the Company, or a person appointed by the Company.
8. The final arbiter in the appointment of a proxy will be the Company.
9. In the case of an invitee transpiring to be under 18 years of age, a parent or guardian will be appointed as a proxy, or, failing the availability or acceptability of either the Company will appoint one.

10. A proxy must, prior to participating in a Deal or No Deal TV Game Show agree, and if practicable, sign a form, to assign all rights to any prize won to the person he or she represents.
11. No official or employee of the Company or any person precluded from owning a Ticket/Ticket Stub under The National Lottery Act 1986 may act as a proxy.
12. The Company shall be the final arbiter in any misunderstanding or disputes arising during or out of a Deal or No Deal TV Game Show.
13. The Deal or No Deal TV Game Show format will be played in accordance with these Game Rules.
14. Cash prizes won in a Deal or No Deal TV Game Show will only be paid when they correspond with the prize amounts recorded on the Deal or No Deal TV Game Show control sheet for each player and this confirmed by the Draw Manager and the independent observer.

Deal or No Deal TV Game Show Format

Each TV Game Show will be played by one Player, with a Banker, a Presenter, a National Lottery Draw Manager, a National Lottery Security Manager and an independent observer in attendance. In addition each Player will have 26 player guests in attendance at the TV Game Show. Prior to the commencement of the Deal or No Deal TV Game Show, a set of twenty six (26) prize values (See Appendix 1) ranging from 1 cent to €250,000, will be randomly assigned to each of the 26 identical boxes in the Deal or No Deal game. The value of each of the prizes in the boxes will be indicated by a card sealed within the box. Following the sealing of each box a number 1-26 inclusive will be randomly assigned to each box. The random assignment of the position numbers on cards 1-26 inclusive onto each of the 26 boxes will be overseen by the independent observer in advance of the TV Game Show. The contents of each of the boxes will be displayed prior to the beginning of the game, but the specific location of any prize value will be unknown.

Each player guest will be allocated a box number from the numbers 1 – 26 inclusive and this allocation of box numbers will be determined by lot prior to the commencement of the TV Game Show.

At the commencement of the TV Game Show, the Player selected to participate in that TV Game Show is invited to select one player guest box number from the 1-26 inclusive box numbers displayed on the display screen and the corresponding box is then allocated to the Player. The player guest allocated the box number selected by the Player will not be involved in the TV Game Show. The prize value concealed within the Player's chosen box will not be revealed until the end of the game.

The game commences with the Player invited to select a player guest box number. Once the Player selects a box number, the corresponding box seal is removed, the box is opened by the corresponding player guest and its prize value is revealed. The revealed value is then removed from the display screen and is no longer available for selection by the Player in this TV Game Show. This process continues until the Player has selected 6 boxes and revealed the values contained in the selected boxes. The values contained in the selected boxes are removed from the display screen when the Player has opened the first six boxes as selected, the Banker makes the first cash offer to the Player to quit the game by asking him whether he wishes to select the 'Deal' or the 'No Deal' option. This cash offer is non-negotiable. If the Player accepts the Banker's first cash offer the Player wins the amount offered by the Banker, and the game ends for that Player.

Where the Player accepts the first cash offer from the Banker, the Player will be required to play out the game in order to see what would have been the outcome had they not accepted the first cash offer from the Banker.

If the Player refuses the Banker's first cash offer by selecting the 'No Deal' option, then the game continues.

The cash offer made by the Banker will never be less than the lowest prize value remaining in the game or more than the highest prize value remaining in the game. Both the lowest and highest prize value in the game will be displayed on the display screen.

The Banker makes the cash offers to the Player based on the number of boxes remaining in play and the cash values remaining on the display screen. Throughout the TV Game Show the independent observer will ensure that the cash offer which is made to the Player by the Banker is consistent with the agreed criteria for making a cash offer to a Player.

The game continues with the Player invited to select a player guest box number. Once the Player selects a box number, the corresponding box seal is removed, the box is opened by the corresponding player guest and its prize value is revealed. The revealed value is then removed from the display screen and is no longer available for selection by the player in this TV Game Show. This process continues until the Player has selected five boxes (11 in total) and revealed the values contained in the selected boxes. The values revealed in the selected boxes are removed from the display screen and are no longer available for selection in that TV Game Show.

When the Player has opened the five player guest boxes (11 in total) as selected, the Banker makes the second cash offer to the Player to quit the game by asking him whether he wishes to select the 'Deal' or the 'No Deal' option. This second cash offer may be less or more than the first offer, depending on which boxes the Player has subsequently opened and which amounts have been revealed. This cash offer is non-negotiable. If the Player accepts the Banker's second cash offer the Player wins the amount offered by the Banker, and the game ends for that Player.

Where the Player accepts the second cash offer from the Banker, the Player will be required to play out the game in order to see what would have been the outcome had they not accepted the second cash offer from the Banker.

If the Player refuses the Banker's second cash offer by selecting the 'No Deal' option, then the game continues with the Player selecting and opening an additional four of the player guests boxes (15 in total) of the remaining unselected player guest boxes in order to receive the third cash offer from the Banker. The revealed values are removed from the display screen and are no longer available for selection by the Player in this game. The third offer may be less or more than the previous offer, depending on which boxes the Player has subsequently opened and which amounts have been revealed. If the Player accepts the Banker's third cash offer the Player wins the amount offered by the Banker, and the game ends for that Player.

Where the Player accepts the third cash offer from the Banker, the Player will be required to play out the game in order to see what would have been the outcome had they not accepted the third cash offer from the Banker.

If the Player refuses the Banker's third cash offer by selecting the 'No Deal' option, then the game continues with the Player selecting and opening a further three player guest boxes (18 in total) of the remaining unselected player guest boxes in order to receive the fourth cash offer from the Banker. The revealed values are removed from the display screen and are no longer available for selection by the Player in this game. The fourth cash offer may be less or more than the previous offer, depending on which boxes the Player has subsequently opened and which amounts have been revealed. If the Player accepts the Banker's fourth cash offer the Player wins the amount offered by the Banker, and the game ends for that Player.

Where the Player accepts the fourth cash offer from the Banker, the Player will be required to play out the game in order to see what would have been the outcome had they not accepted the offer from the Banker.

If the Player refuses the Banker's fourth cash offer by selecting the 'No Deal' option, then the game continues with the Player selecting and opening a further two player guest boxes (20 in total) of the remaining unselected player guest boxes in order to receive the fifth cash offer from the Banker. The revealed values are removed from the display screen and are no longer available for selection by the Player in this game. The fifth cash offer may be less or more than the previous offer, depending on which boxes the Player has subsequently opened and which amounts have been revealed. If the Player accepts the Banker's fifth cash offer the Player wins the amount offered by the Banker, and the game ends for that Player.

Where the Player accepts the fifth cash offer from the Banker, the Player will be required to play out the game in order to see what would have been the outcome had they not accepted the fifth cash offer from the Banker.

If the Player refuses the Banker's fifth cash offer by selecting the 'No Deal' option, then the game continues with the Player selecting and opening another one (21 in total) of the remaining unselected player guest boxes in order to receive the sixth cash offer from the Banker. The revealed value is removed from the display screen and is no longer available for selection by the Player in this game. The sixth cash offer may be less or more than the previous offer, depending on which box the Player has subsequently opened and which amount has been revealed. If the Player accepts the Banker's sixth cash offer the Player wins the amount offered by the Banker, and the game ends for that Player.

Where the Player accepts the sixth cash offer from the Banker, the Player will be required to play out the game in order to see what would have been the outcome had they not accepted the sixth cash offer from the Banker.

If the Player refuses the Banker's sixth cash offer by selecting the 'No Deal' option, then the game continues with the Player selecting and opening another one of the player guest boxes (22 in total) of the remaining unselected player guest boxes in order to receive the seventh cash offer from the Banker. The revealed value is

removed from the display screen and is no longer available for selection by the Player. This seventh cash offer may be less or more than the previous offer, depending on which box the Player has subsequently opened and which amount has been revealed. If the Player accepts the Banker's seventh cash offer the Player wins the amount offered by the Banker, and the game ends for that Player.

Where the Player accepts the seventh cash offer from the Banker, the Player will be required to play out the game in order to see what would have been the outcome had they not accepted the seventh cash offer from the Banker.

If the Player refuses the Banker's seventh cash offer by selecting the 'No Deal' option, then the game continues with the Player selecting and opening another one of the player guest boxes (23 in total) of the remaining unselected boxes in order to receive the eighth cash offer from the Banker. The revealed value is removed from the display screen and is no longer available for selection by the Player in this game. The eighth cash offer may be less or more than the previous offer, depending on which box the Player has subsequently opened and which amount has been revealed. If the Player accepts the Banker's eighth cash offer the Player wins the amount offered by the Banker, and the game ends for that Player.

Where the Player accepts the eighth cash offer from the Banker, the Player will be required to play out the game in order to see what would have been the outcome had they not accepted the eighth cash offer from the Banker.

Where the Player rejects the Banker's eighth cash offer by selecting the 'No Deal' option, then the game continues with the Player selecting and opening another one of the player guest boxes (24 in total) of the remaining unselected player guest boxes in order to receive the ninth and final cash offer from the Banker. The revealed value is removed from the display screen and is no longer available for selection by the Player for this game. This ninth cash offer may be less or more than the previous offer, depending on which box the Player has subsequently opened and which amount has been revealed.

Where a Player has rejected all nine offers from the Banker to this stage of the game only two boxes will remain, the Player's own box (selected at the commencement of the TV Game Show) and the remaining unselected player guest box. The Player now has three options, to open his own box (selected at the commencement of the TV Game Show) and win the prize value revealed, accept the Banker's final offer and win that amount or opt to open the unselected player guest box and win the prize value revealed.

Where the Player accepts the Banker's ninth and final cash offer the Player wins the amount of the offer and the two remaining unselected boxes (the Player's selected box and the remaining player guest unselected box) are opened to reveal the values and the TV Game Show finishes.

Where the Player rejects the Banker's ninth and final cash offer the Player may opt to open his box (selected prior to the commencement of the TV Game Show) to reveal its value and he wins the amount revealed, or the Player may opt to open the remaining unselected player guest box to reveal its value and the Player wins the amount revealed.

Whichever option the Player selects the remaining unopened box is opened to reveal the prize value contained and the TV Game Show finishes.

The sequence in which the Banker will offer the 'Deals' to the Player is as follows:

Number of Boxes opened by Player	Sequence of Banker's Offers if Player opts for 'No Deal'
6	1
5	2
4	3
3	4
2	5
1	6
1	7
1	8
1	9

Termination of Game

The Company will announce a termination date for the game, after which no further Tickets may be sold, a final acceptance date for draw-entries, and the date of any final Deal or No Deal TV Game Show. Such announcement or announcements may be disseminated through media used to advertise or promote the game or through other normal communications media.

Appendix 1

Deal or No Deal Prize Value amounts

1	x	€0.01
1	x	€0.05
1	x	€0.10
1	x	€0.50
1	x	€1.00
1	x	€5.00
1	x	€10.00
1	x	€25.00
1	x	€50.00
1	x	€100.00
1	x	€250.00
1	x	€500.00
1	x	€750.00
1	x	€1,000.00
1	x	€2,000.00
1	x	€3,000.00
1	x	€5,000.00
1	x	€10,000.00
1	x	€15,000.00
1	x	€20,000.00
1	x	€35,000.00
1	x	€50,000.00
1	x	€75,000.00
1	x	€100,000.00
1	x	€150,000.00
1	x	€250,000.00