



HIT OR MISS GAME CONDITIONS AND PRIZE STRUCTURE STATEMENT ("GAME CONDITIONS")

1. Effective Date

These Game Conditions shall come into force and apply to HIT OR MISS tickets when HIT OR MISS tickets are first offered for sale by Atlantic Lottery Corporation Inc. (ALC) and these Game Conditions shall apply to all draws held thereafter for the game HIT OR MISS until they are amended by ALC.

2. Rules and Regulations

HIT OR MISS is governed by and subject to the Rules and Regulations of the Atlantic Lottery Corporation Inc. (ALC), which are available upon request, and WHICH INCLUDE LIMITATIONS OF LIABILITY, and all applicable laws.

3. Issuance of Tickets

To participate, an eligible player must request a HIT OR MISS ticket from an eligible ALC retailer and pay the required amount which is based on the number of selections purchased on the ticket. The player must choose the number of selections (boards) to be purchased. A participant can choose a maximum of 3 selections per ticket. One (1) selection consists of twelve numbers chosen by the terminal from 24 possible numbers. HIT OR MISS selections are available via InstaPik only – no selection slips are available. Each selection (board) costs \$2.00. TAG can also be added to the ticket for an additional cost of \$1.00 per TAG selection (to a maximum of 10 TAG selections per ticket). Upon purchase, the player will obtain a ticket showing, among other things, the date of the draw for which it is valid, if the ticket has an instant win or not (and, if it is a winning selection, the amount of the instant win), the numbers that were chosen in the selection, the cost of the ticket, control number and other relevant information. Along with the ticket, an animation will appear on the Customer Display Unit (CDU) displaying each selection of 12 numbers purchased. The numbers which appear on the ticket are the same numbers which appear on the CDU during the animation. There is no advance play purchase option for HIT OR MISS when purchased at a retail location. HIT OR MISS is not available for purchase on alc.ca.

4. Winning Selections

Winning selections, as a result of any draw, are determined as set out below. HIT OR MISS consists of two (2) components: an instant play component ("Instant Play") and a draw component ("Draw Play").

Instant Play

Once a ticket is issued, the numbers(s) are displayed on a CDU and printed on the ticket. If a selection contains the numbers that make up one of the Winning Selections as set out in the table below, the player wins the corresponding prize as set out below.

Winning Selections/Prize Category	Prize
Match 12 of 12	\$25,000
11 of 12	\$1,000
10 of 12	\$25
9 of 12	\$5
8 of 12	\$2
4 of 12	\$2
3 of 12	\$5
2 of 12	\$25
1 of 12	\$1,000
0 of 12	\$25,000

NOTE:

- (a) Only one Instant Play prize per selection may be won, that prize being the higher-ranked Instant Play prize available.
- (b) Winning Instant Play tickets may be redeemed for the Instant Play prize before the Draw Play corresponding to that ticket with the exception of the \$25,000 top Instant Play prize. When a winning Instant Play ticket is redeemed before the Draw Play, the retailer will return the original ticket to the player and this ticket is eligible to win an additional prize in the Draw Play. Winning Instant Play tickets for the \$25,000 prize can be redeemed beginning the day after the official Draw of the Draw Play portion for which that ticket was issued.

Draw Play

Unless otherwise announced by ALC, HIT OR MISS draws occur daily at approximately 11:29:59 P.M. Atlantic Standard Time. At the time of the draw, or as soon as possible thereafter, ALC will draw twelve (12) numbers at random from 24 numbers (1-24). If a selection contains the numbers that make up one of the Winning Selections as set out in the table below, the player wins the corresponding prize as set out below.

Winning Selections/ Prize Category	Prize
Match 12 of 12	\$250,000
11 of 12	\$1,000
10 of 12	\$25
9 of 12	\$5
3 of 12	\$5
2 of 12	\$25
1 of 12	\$1,000
0 of 12	\$250,000

Note: Only one (1) Draw Play prize per selection may be won.

5. Winning Tickets

Any valid ticket bearing any Winning Selection of such draw (or instant win) is a winning ticket and entitles its holder(s) to claim, for each such Winning Selection, a prize as set out in Section 6 of these Game Conditions. Only one (1) Instant Play prize and one (1) Draw Play prize per selection may be claimed.

6. Prizes/Odds

Subject to Section 3 above, HIT OR MISS prizes are determined as follows:

Instant Play:

Prize Category	Prize	Odds of Winning (per \$2 play)
Match 12 of 12	\$25,000	2,704,156
11 of 12	\$1,000	18,778.9
10 of 12	\$25	620.8
9 of 12	\$5	55.9
8 of 12	\$2	11
4 of 12	\$2	11
3 of 12	\$5	55.9
2 of 12	\$25	620.8
1 of 12	\$1,000	18,778.9
0 of 12	\$25,000	2,704,156

Overall odds of winning an instant prize 1:4.54

All prizes are fixed prizes.

Nightly Draw Play:

Prize Category	Prize	Odds of Winning (per \$2 play)
Match 12 of 12	\$250,000	2,704,156
11 of 12	\$1,000	18,778.9
10 of 12	\$25	620.8
9 of 12	\$5	55.9
3 of 12	\$5	55.9
2 of 12	\$25	620.8
1 of 12	\$1,000	18,778.9
0 of 12	\$250,000	2,704,156

Overall odds of winning a nightly draw prize 1:25.56

Overall odds of winning any prize 1:4 (Instant Play or Draw Play)

*Approximate odds of winning per \$2 wager (players receive one (1) set of (12) numbers).

7. Prize Limitations

For each HIT OR MISS draw, ALC reserves the right to limit the total amount of prizes payable in the Match 12 of 12 OR the Match 0 of 12 Winning Selections to \$500,000.

8. Prize Claims

Prizes must be claimed within one (1) year following the draw date in the manner stated on the back of the ticket. If any winning ticket bears a selection that differs from the selection which is recorded in the computer system under the control number identifying such ticket, then such ticket shall not be void but shall conclusively be deemed to bear the selection which is so recorded in the computer system.

9. Cancellation of Ticket

Ticket cannot be cancelled after the ticket has been issued.