Intro / Cover

# HOW TO WIN AT 4D JACKPOT

The chance to live your dream is just a lucky number away, so try your hand at our games today! We've laid out all you need to know in this handy document. The rules may be a little technical, but they're pretty straightforward.

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Pro tip: Don't think of them as complicated. Think of them as FUN ways of winning!

## 4D Jackpot

## **1.1. THE BASIC IDEA**

Up the stakes with 4D Jackpot, an extension of the original 4D game ... with a multi-million-ringgit prize!

- 1. Pick two 4-digit numbers from 0000 to 9999, e.g. (0108, 9912), (3388, 8383), or (1001, 9080).
- 2. Each pair of numbers is considered as 1 Normal Buy.
- 3. Place 1 Normal Buy with a minimum of RM2 (or multiples thereof).

You win when one or both of your 4D numbers matches one or more of the 23 winning numbers drawn.

## **1.2. GAMEPLAY VARIATIONS**

There are 5 different ways of playing 4D Jackpot. If you're already familiar with 4D, these are fairly similar variations.

1. Straight Play

Like the name suggests, this is the straightforward one. Pick a pair of 4D numbers, then buy an amount RM2 per play.



2. Lucky Pick Play

Alternatively, let fate dictate your hand by getting our computer generate 2 random numbers for you. A "LP" notation will appear in your ticket, indicating Lucky Pick.

| SAMPLE -  | C  | (P  | OT   | LE               |            |
|---|--|---|--|------------------|------------|
| 40 JACKPOT<br>A.3560 LP 879   | 7 LP                                       | RM B                                      | et/Col<br>2                                | RM               | TOTAL<br>2 |
| Tota  | 1 RI                                       | 12.0                                      | 00   |                  |            |
| - VOID NO<br>SAMPLE -<br>SUN 02 MAR 2014 1<br>A 0000000<br>0010311<br>03827 30240 00000 | NOT<br>1:12:4<br>03* TR<br>8 3118<br>00056 | FO<br>3 16D8<br>:00000<br>00 000<br>22157 | R SA<br>19F316D8<br>03340<br>00<br>03028 3 | <b>E</b><br>19F3 |            |

3. Permutation Play ("Pau")

Multiply your chances by buying all possible digit combinations, in all their different orders. You can do this with either one or both of your 4D numbers. A "PM" notation will appear in your ticket, indicating Permutation.

| Examples.     |               |               |                   |  |  |
|---------------|---------------|---------------|-------------------|--|--|
| 1st 4D number | 2nd 4D number | No. of pairs  | Cost of buy       |  |  |
| 5645          | 1278 PM24     | 1 X 24 = 24   | RM2 x 24 = RM48   |  |  |
| 0003 PM4      | 3367          | 4 X 1 = 4     | RM2 x 4 = RM8     |  |  |
| 1234 PM24     | 3367 PM12     | 24 x 12 = 288 | RM2 x 288 = RM576 |  |  |
| 5298 PM24     | 3232 PM6      | 24 x 6 = 144  | RM2 x 144 = RM288 |  |  |
| 5578 PM12     | 1115 PM4      | 12 x 4 = 48   | RM2 x 48 = RM96   |  |  |

#### Examples:

| SAMPLE - NOT   | FOR SA   | LE       |
|--|--|----------|
|  |  | •        |
| 4D JACKPOT   | RM Bet/Col   | RM TOTAL |
| A.5645 1278 PH2  |  | 48       |
| B.0003 PM 3367   | 2  | 8        |
| C. 1234 PH24 3367 PH12   | 2 2  | 576      |
| D.5298 PH24 3232 PH6   | S  | 288      |
| E.5578 PH12 1115 PH4   | 2  | 96       |
| Total RM1,<br>- VOLD NOT F<br>SAMPLE - NOT<br>SUN 02 MAR 2014 14:12:47<br>A 0000000014+ TR<br>00103118 31100 | 0 R SAL<br>FOR SAL<br>7 160842F082D<br>;0000003353 | LE       |
| 03827 30240 00000 00232  | 22156 97012  | 31257    |

#### 4. Roll Play

Similar to the 4D Roll Play variant, this lets you cover all 10 possible numbers for 1 rolled digit. A"R" notation will replace the rolled digit and a "RL" notation will appear in your ticket, indicating Roll.

#### Examples:

| 1st 4D number 2nd 4D number |         | No. of pairs  | Cost of buy       |
|-----------------------------|---------|---------------|-------------------|
| R645 RL                     | 1278    | 10 X 1 = 10   | RM2 x 10 = RM20   |
| 00R3 RL                     | 336R RL | 10 X 10 = 100 | RM2 x 100 = RM200 |



5. Combination Play of Permutation & Roll

Think it's getting wild? Well, why not? Keep in mind your prize runs into the millions. It's only fitting that the play gets more exciting!

Examples:

| Examples.     |               |               |                   |  |
|---------------|---------------|---------------|-------------------|--|
| 1st 4D number | 2nd 4D number | No. of pairs  | Cost of buy       |  |
| R645 RL       | 1278 PM24     | 10 x 24 = 240 | RM2 x 240 = RM480 |  |
| 0003 PM4      | 336R RL       | 4 x 10 = 40   | RM2 x 40 = RM80   |  |



#### **1.3. EVEN MORE WAYS TO SPIN IT**

#### 1.3.1. System Play

Remember how a Normal Buy consists of 1 pair of 4D numbers? Well, System Play lets you buy more than just 1 pair of numbers.

A System Play 3 lets you choose 3 sets of 4D numbers – which gives you 3 possible pairs, and 3 chances of winning. You can play all the way up to a System Play 480 – which gives you 114,960 possible pairs, and 114,960 chances of winning. Get the idea?

Here are some examples in detail.

Example 1: System Play 3, where you buy 1001, 2002 and 3003. This is equivalent to buying these 3 pairs of 4D numbers, giving you 3 chances of winning: 1001 + 2002 2002 + 3003 1001 + 3003



Example 2: System Play 7, where you buy 1234, 1001, 5000, 6123, 7007, 8008 and 9009. This is equivalent to buying these 21 pairs of 4D numbers, giving you 21 chances of winning:

1234 + 10011001 + 50001234 + 50001001 + 61231234 + 61231001 + 70071234 + 70071001 + 80081234 + 80081001 + 90091234 + 9009

5000 + 6123 5000 + 7007 5000 + 8008 5000 + 9009

6123 + 7007 7007 + 8008 8008 + 9009 6123 + 8008 7007 + 9009 6123 + 9009



Example 3: System Play 12, where you permutate a particular number: 1123 PM12. This creates 12 permutations and 66 possible pairs, giving you 66 chances of winning.



Example 4: System Play 23, where you have a combination of roll and permutate in a group of 4 numbers: 1001, 2002 PM6, R003 RL and 4004 PM6. This creates 253 possible pairs, giving you 253 chances of winning.



## 1.3.2. M-System

Okay, so a System Play lets you buy more than 1 pair of 4D numbers. M-System takes it to the next level, which lets you buy 10 or more numbers.

All in all, it's a more affordable play— with a minimum buy of RM10 for 10 numbers. You can choose up to 50 numbers. And of course, you have the options to Lucky Pick, Roll or Permutate as you wish!

Example 1: M-System 10, where you buy 3636, 1593, 4250, 6921, 0325, 2716, 3362, 9211, 8246 and 5107.

That's 10 numbers in total. You buy RM10, and get 45 chances of winning.



Example 2: M-System 15, where you buy a combination of fixed and permutated numbers: 3636 PM6, 1593, 2716, 9911 PM6 and 8246.

That's 15 numbers in total. You buy RM15, and get 105 (crazy!) chances of winning.



| Your buy      | If 2 of your numbers match |                        | If 1 of your numbe | If 1 of your numbers match |                     |  |
|---------------|----------------------------|------------------------|--------------------|----------------------------|---------------------|--|
|               | 2 of top 3 Prizes          | 1 of top 3 + 1 Special | 1 of top 3 Prizes  | 1 Special Prize            | 1 Consolation Prize |  |
|               |                            | Prize                  |                    | -                          |                     |  |
| M-System 10   | 1/9 of Jackpot 1           | 1/9 of Jackpot 2       | RM168              | RM68                       | RM28                |  |
| M-System 11   | 1/10 of Jackpot 1          | 1/10 of Jackpot 2      | RM168              | RM68                       | RM28                |  |
| M-System 12   | 1/11 of Jackpot 1          | 1/11 of Jackpot 2      | RM168              | RM68                       | RM28                |  |
| M-System 1200 | 1/1199 of Jackpot 1        | 1/1199 of Jackpot 2    | RM168              | RM68                       | RM28                |  |

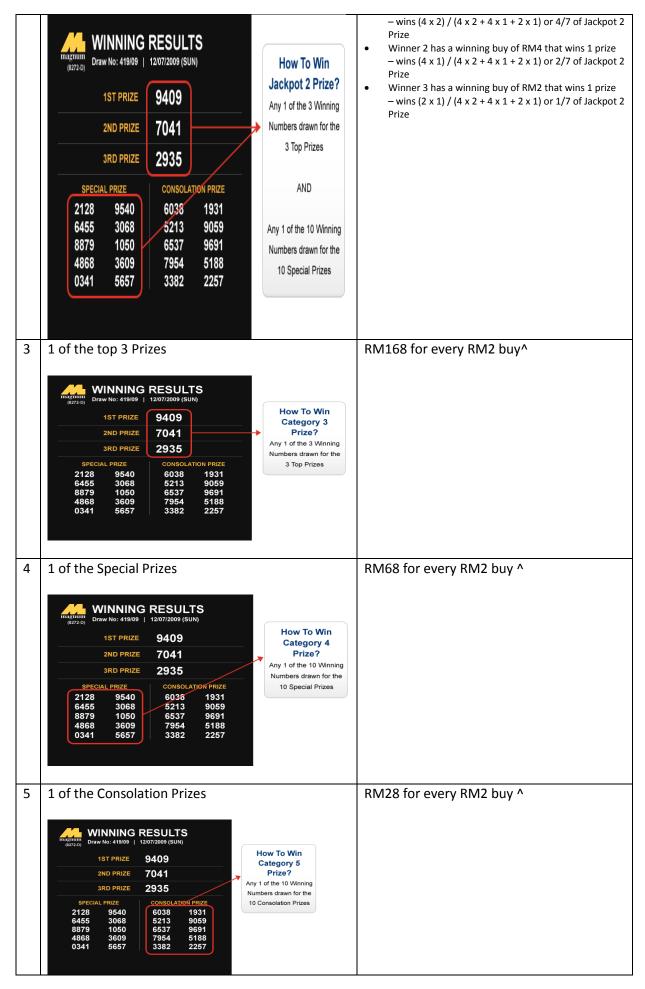
Here, you'll notice the million-ringgit beauty of the Jackpots... when the payouts are partial, the remaining amounts snowball to the next draw!

The Jackpot winnings will be calculated based on the buy amount and winning share of each winner, number of Jackpot winnings is based on only one M-System winner in that particular draw and particular system.

## 1.4. SO MANY WAYS TO WIN

You win when one or both of your 4D numbers matches one or more of the 23 winning numbers drawn. There are 5 possible ways you can win.

|   | When your num  | bers match  |   | You will win  |
|---|--|---|---|---|
| 1 | 2 of the 3 top Pri                                     | zes   |   | Jackpot 1 Prize = RM2 million + Jackpot 1<br>Snowball*  |
|   | WINNING RESULTS<br>Draw No: 419/09   12/07/2009 (SUN)  |   |   | *Jackpot 1 Snowball is the sum equivalent to 30.25% of the total gross sales of all draws from when Jackpot 1 was   |
|   | 1ST PRIZE 9409 How To Win<br>Jackpot 1 Prize?          | previously won.   |   |   |
|   | 2ND PRIZE<br>3RD PRIZE                                 | 7041  | Any 2 of the 3 Winning<br>Numbers drawn for the | If there's more than 1 winner<br>The Jackpot 1 Prize is divided among the winners based on  |
|   | SPECIAL PRIZE CONSOLATION PRIZE<br>2128 9540 6038 1931 |   |   | their respective buy amounts. One buy of RM2 entitles you to one share of the Jackpot 1 Prize.  |
|   | 6455 3068<br>8879 1050<br>4868 3609<br>0341 5657       | 5000 9059<br>5213 9059<br>6537 9691<br>7954 5188<br>3382 2257 |   | <ul> <li>For example:</li> <li>Winner 1 has a winning buy of RM4 – wins 4/6 or 2/3 of Jackpot 1 Prize</li> <li>Winner 2 has a winning buy of RM2 – wins 2/6 or 1/3 of Jackpot 1 Prize</li> </ul>  |
| 2 | 1 of the top 3 Prizes and                              |   |   | Jackpot 2 Prize = Jackpot 2 Snowball** +  |
|   | 1 of the Special P                                     | rizes   |   | Cascaded Amount***<br>(or a guaranteed minimum of RM100,000)  |
|   |  |   |   | **Jackpot 2 Snowball is the sum equivalent to 5.5% of the total gross sales of all draws from when Jackpot 2 was previously won.  |
|   |  |   |   | <ul> <li>***Cascaded Amount is the difference between Jackpot 1</li> <li>Prize and RM20 million if:</li> <li>The Jackpot 1 Prize is greater than RM30 million, and</li> <li>There is still no Category 1 winner</li> </ul>                                      |
|   |  |   |   | If there's more than 1 winner<br>The Jackpot 2 Prize is divided among the winners based on<br>their respective buy amounts AND the number of Category<br>2 prizes won. (Because it's possible for winning numbers to<br>repeat. It's unlikely, but it happens.) |
|   |  |   |   | For example:<br>• Winner 1 has a winning buy of RM4 that wins 2 prizes  |



^For Category 3, 4 and 5: if the total payout exceeds RM10 million in a single draw, the prize money is reduced until the total payout is less than or equal to RM10 million.

For example: there are 70,000 winning entries for Category 3 that win RM168 each. Total payout: 70,000 x RM168 = RM11,760,000. Adjusted downwards: RM10,000,000 / 70,000 = RM142.86. The result is: each winning entry of RM2 will then win RM143 instead of RM168.

It's highly unlikely, but hey... luck happens. That's part of the fun of it!

#### **1.5. WIN BIGGER WITH THE JACKPOT CASCADE**

Pro tip: it's 10 times easier to win the Jackpot 2 Prize compared to Jackpot 1 Prize! Plus, the Jackpot 2 Prize could easily exceed RM10 million – thanks to our unique cascading innovation.

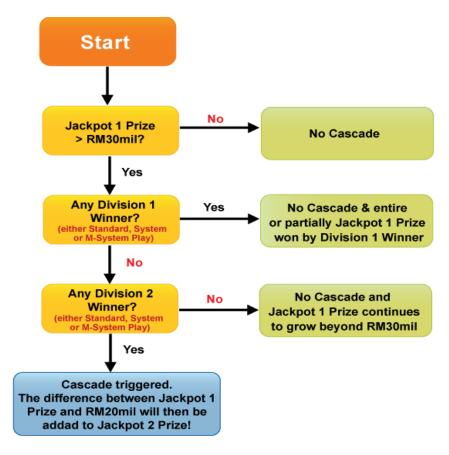
Keep an eye out for these 3 things at a draw:

- 1. The Jackpot 1 Prize grows greater than or equal to RM30 million.
- 2. There are no Category 1 winners.
- 3. There are one or more Category 2 winners.

When this happens, the cascade is triggered:

- Take the Jackpot 1 Prize amount, and minus RM20 million.
- Add that amount (of at least RM10 million) to the Jackpot 2 Prize.

And that's how all Jackpot 2 winners get a chance to win a Prize exceeding RM10 million!



Note: if there's only a partial payout, the remaining amount snowballs to the subsequent draw. All to spread the fun for everyone!