



Scratch & Win Coming Soon Ticket Information

\$3 Happy Camper II

Game Code:	311131
Price:	\$3.00
Tentative Launch Date:	June 7, 2021
Tentative Pre-Order Date:	May 10 – 21, 2021
Prize Range:	Free \$3 Ticket to \$50,000
Approx Odds of Winning:	1 in 3.90
Total Number of Tickets:	1,000,000
Tickets Per Pack:	50
UPC:	6 26010 11131 6
Expiry Date:	February 7, 2023

Prize Levels & Odds

PRIZE	ODDS
*Free \$3 Ticket	16.67
\$3	40.00
\$5	50.00
\$6	66.66
*Free \$3 Ticket + \$3	55.56
*Free \$3 Ticket + \$5	100.00
\$10	20.01
\$12	45.85
\$15	34.25
\$18	250.00
\$20	500.00
\$25	1,250.00
\$30	2,500.00
\$50	9,090.00
\$100	100,000.00
\$500	200,000.00
\$1,000	500,000.00
\$5,000	1,000,000.00
\$50,000	1,000,000.00
Total	3.90

Tell your customers:

Top Prize of
\$50,000

\$3

How to Play:

1. Scratch all of the CAMPER LETTERS, then scratch all of the letters found in any of the twelve (12) WORDS which match the CAMPER LETTERS. (For example, if you uncover an "A" in the CAMPER LETTERS, scratch every "A" found in WORDS 1-12.)
2. If you have scratched all the letters within one (1) complete WORD, you win the corresponding PRIZE for that WORD.
3. BONUS: Scratch the BONUS play area. Find any prize, win that prize.
 - Letters combined to form a complete WORD must appear in an unbroken horizontal sequence of letters within the same horizontal WORD line.
 - Only letters within the same line that are matched to the CAMPER LETTERS can be used to form a complete WORD.
 - Words within words are not eligible.



* Fulfill with any ticket of displayed price point.

THE RETAILER INFORMATION SHEET IS AVAILABLE ON THE RETAILER HUB www.bcclretailerhub.com. THE QUANTITY OF TICKETS DISTRIBUTED MAY VARY AND COULD AFFECT PUBLISHED ODDS/PRIZES. TICKET(S) MAY NOT BE TO SCALE OR EXACTLY AS SHOWN. FOR MORE INFORMATION, PLEASE CONTACT YOUR BCCL TERRITORY MANAGER OR LOTTERY SUPPORT HOTLINE AT 1-800-667-1649.

IN THE EVENT OF A DISCREPANCY BETWEEN THE ODDS POSTED ON THIS INFORMATION SHEET AND THE OFFICIAL INFORMATION FROM BCCL, THE LATTER SHALL PREVAIL.