





CONTACT: Kelli Karlsen, WCLC FOR IMMEDIATE RELEASE: January 16, 2022

431-337-4720

## Vault Breaker jackpot won in Moose Jaw!

**Moose Jaw, SK** – Western Canada Lottery Corporation (WCLC) is pleased to announce a Vault Breaker jackpot prize awarded by the Saskatchewan VLT program. Moose Jaw resident **Gordon Murdock** won an astounding **\$877,240.18** after hitting the grand jackpot on Vault Breaker while visiting Chillers Brew Pub on January 13.

When Murdock hit the jackpot, he couldn't believe his eyes!

"I was extremely excited," said Murdoch while claiming his prize. "All I could think about is what I should do with it!"

But the winner said he has some ideas for his windfall.

"I'm going to invest it and plan for retirement," he said.

"It's really exciting," he added.

<u>Vault Breaker</u> is a wide-area progressive that links 4,200 VLTs located in approximately 570 sites in 270 communities across the province. There are three mystery jackpot tiers: the province-wide grand jackpot has a minimum value of \$500,000 and pays out before it hits \$1.5 million, the major regional jackpot has a minimum value of \$5,000 and pays out before it hits \$25,000, and the local site jackpot minimum is \$100 and pays out before hitting \$500. Any jackpot tiers can be won when a patron plays Vault Breaker.

The province-wide jackpot has awarded **\$27,042,288.10** to **29 winners** since June 2017. Vault Breaker's province-wide grand jackpot has now been reset to \$500,000.

**About WCLC:** Western Canada Lottery Corporation (WCLC) manages, conducts, and operates video lottery-related activities as an agent for the Saskatchewan Liquor and Gaming Authority (SLGA).

**About SLGA:** The Saskatchewan Liquor and Gaming Authority (SLGA) is responsible for the distribution, control and regulation of liquor and most gaming across the province and regulates the sales and distribution of cannabis in Saskatchewan. SLGA owns a network of 4,200 VLTs located in more than 570 sites in 270 communities across the province.