

KENO (VIC) PTY LTD

KENO RULES (VICTORIA)

1. General

These Rules govern the playing of Keno Products and conduct of Games and are effective on and from 30 December 2022.

Subject to the Act and these Rules, the Keno Products are the exclusive responsibility of the Licensee, who may appoint agents such as the Venues.

2. Definitions

(a) In these Rules unless inconsistent with the context:

“Act” means the *Gambling Regulation Act 2003* (Vic) and the regulations and directions made under it as amended from time to time;

“Approved” means approved in writing by the VGCCC or the Minister, and “Approval” has a corresponding meaning;

“Backup Site” means the disaster recovery site and any other Approved site at which the computer system which acts as a backup to the Central Site Computer is located;

“Cash Game” means a game in which a Promotional Prize is offered pursuant to Rule 14 (Promotional Prizes);

“Casino Licensee” means a holder of a licence granted under the *Casino Control Act 1991* (Vic) that is also a Venue;

“Central Site” means the site at which the Central Site Computer is operative;

“Central Site Computer” means the computer system that is used to process, store, control and distribute each Game and used by the Licensee to conduct Keno Products;

“Change Receipt”, also known as **“Cash Receipt”** means a serial numbered ticket issued at a Terminal which is an acknowledgement of cash received to make an Entry, give change from an Entry or pay out winnings that a Subscriber may redeem up to the face value of cash and/or tender for payment of an Entry Fee;

“Combination” is defined in Rule 9(b)(iii)(A);

“Combination Bet”, marketed by the Licensee under the trade mark and brand *“Keno Advanced”*, means the way of making an Entry available on the Keno \$1 Game and Keno \$2 Game whereby a Subscriber may play 2 or more different groups of Spots as part of a Game as described in Rule 9. A Combination Bet may not be available at all Selling Points all the time;

“Commission” means the amount of a Subscription which is payable to, deducted by or retained by a Venue or the Licensee for effecting an Entry into a Game(s);

“Debit” means any payment using a method designated by the Reserve Bank of Australia as a debit or prepaid system pursuant to the *Payment System (Regulation) Act 1998*, but does not include any

payment from an account from which funds may be provided on or as credit, bank-to-bank transfers or other forms of electronic funds transfers that are not capable of being processed by a Terminal Operator, Senior Terminal Operator or Venue Representative at a Terminal;

“Draw Device” means an electronically operated device which selects the Winning Numbers randomly for each Game;

“Electronic Funds Transfer” means the transfer of funds by way of Debit from one bank account to another via an electronic payments system operated by a Terminal Operator, Senior Terminal Operator, or Venue Representative;

“Entry” means the recording of the following information in the Central Site Computer:

- (i) the type of Keno Product to be played; and
- (ii) the Subscription; and
- (iii) the number of Games to be played; and
- (iv) any other details required (as specified by these Rules or on the Entry Form) for that Keno Product to be played; and
- (v) where the Subscriber has paid the correct Entry Fee,

noting an Entry may consist of more than one Game;

“Entry Fee” means the sum of all Subscriptions (which includes Commissions) payable on an Entry;

“Entry Form” means a physical or electronic form containing a person’s instructions that may be completed in writing, electronically (including on an Internet Platform), or verbally by a person wishing to enter a Game(s);

“Game” or **“Drawing of a Game”** or **“Drawing of Games”** means the random selection of 20 numbers from 1 to 80 (inclusive) (the **Winning Numbers**) by a Draw Device; each Game is assigned a number from 0 to 999 and correlated with the Keno Day it was conducted;

“Game Results Inquiry” means a request from a Subscriber to display on or print from a Terminal, Internet Platform or other media the results of a Game(s);

“Inspector” means a person appointed by the Minister as an inspector under the Act to undertake functions associated with the conduct of a Game and associated Keno Products;

“Internet Acknowledgment” means the screen appearing after a Subscriber completes an Entry through the Internet Platform which sets out the details of the Entry made by the Subscriber as well as information relevant to the Game(s) entered;

“Internet Confirmation Screen” means the screen that displays after a person completes an Entry Form through the Internet Platform and contains the details of the proposed Entry but does not constitute an Entry;

“Internet Platform” includes a website and or application accessible on an internet enabled device (as applicable) which may be published and made available by the Licensee from time to time through which the Licensee may allow a person to complete an Entry Form and effect an Entry in one or more Keno Product(s);

“Jackpot” means the Keno \$1 Game Jackpot(s) and/or the Keno \$2 Game Jackpot(s);

“Jackpot Fill” means the sum described as the Jackpot Fill (if any) in the Schedules of Prizes;

“Jackpot Growth” means the amount determined in accordance with Rule 13 and for the:

- (i) Keno \$1 Game Jackpot, is a percentage of Subscriptions in each of the Keno \$1 Game Jackpots, as determined by the Licensee from time to time in accordance with these Rules, allocated to the Keno \$1 Game Jackpot Prize available for that Keno \$1 Game Jackpot, which may be pooled with Participating Jurisdictions; and
- (ii) Keno \$2 Game Jackpot, is a percentage of Subscriptions in each of the Keno \$2 Game Jackpots, as determined by the Licensees from time to time in accordance with these Rules, allocated to the Keno \$2 Game Jackpot Prize available for that Keno \$2 Game Jackpot, which may be pooled with other Participating Jurisdictions,

described further in the Schedule of Prizes;

“Jackpot Prize” means the top prize available in each of:

- (i) the Keno \$1 Game Jackpots, which may include Jackpot Growth pooled with Participating Jurisdictions; and
- (ii) the Keno \$2 Game Jackpots, which may include Jackpot Growth pooled with Participating Jurisdictions,

described further in Rule 13 and the Schedule of Prizes;

“Keno \$1 Game Jackpot(s)” is a form of the Keno \$1 Game, the object of which is to match all seven (7), eight (8), nine (9) or ten (10) Spots selected (as the case may be) against the Winning Numbers and is also referred to as a 7 Spot, 8 Spot, 9 Spot, or 10 Spot (as the case may be);

“Keno \$2 Game Jackpot(s)” is a form of the Keno \$2 Game, the object of which is to match all seven (7), eight (8), nine (9) or ten (10) Spots selected (as the case may be) against the Winning Numbers and is also referred to as a 7 Spot, 8 Spot, 9 Spot, or 10 Spot (as the case may be);

“Keno Bonus Jackpot Prize” means the prize offered in respect of Keno Bonus when the corresponding Keno \$1 Game Entry is eligible for a Jackpot Prize and the Multiplier in the relevant Game is either 2, 3, 4, 5 or 10, described further in the Schedule of Prizes;

“Keno Claim Form” means the document to be completed by a Subscriber in the event that:

- (i) a Subscriber wishes to provide their Receipt Ticket directly to the Licensee to claim a prize;
- (ii) a Receipt Ticket or Change Receipt is lost or mutilated; or
- (iii) a Receipt Ticket's or Change Receipt's record is no longer resident on storage media on the Central Site Computer;

“Keno Day” means the period, as specified by the Licensee, between the start of Keno trading by the Licensee and the close of Keno trading by the Licensee, identified by the date on which that period commenced;

“Keno Product(s)” means each of the:

- (i) **Keno \$1 Game**, being a Keno Product marketed by the Licensee under the trade mark and brand “*Keno Classic*”, the distinguishing features and object of which is described in Rule 4;
- (ii) **Keno Bonus**, being a Keno Product, the distinguishing factors and object of which is described in Rule 4;
- (iii) **Keno \$2 Game**, being a Keno Product marketed by the Licensee under the trade mark and brand “*Keno Mega Millions*”, the distinguishing features and object of which is described in Rule 4; and
- (iv) **Heads or Tails?** (which may be played as a Margin Bet), being a Keno Product, the distinguishing factors and object of which is described in Rule 4,

which are Approved pursuant to the Keno Licence and Act;

“Keno Licence” means the licence to conduct keno issued to the Licensee pursuant to the Act and

commencing 15 April 2022 and any related or ancillary agreement;

“Kwikipik” means the way of making an Entry described in Rule 9 where the Selling Point selects Spots for the Subscriber. Kwikipik Entries may not be available for all Keno Products;

“Licensee” means Keno (Vic) Pty Ltd ABN 72 105 341 366, or its successor for the purposes of Chapter 6A of the Act;

“Major Prize” means a prize of more than \$1,000 won by a Subscriber in a Game but does not include that part of the prize comprising the Jackpot Fill, Jackpot Growth or Keno Bonus Jackpot Prize (if any);

“Margin Bet” means the form of Heads or Tails? the distinguishing features and object of which is described in Rule 4;

“Minister” means the Minister for the time being administering the Act or the Minister’s duly appointed representative, delegate or replacement;

“Multiplier” is relevant to Keno Bonus and means a factor determined based on the cumulative total of the Winning Numbers with reference to the Schedule of Prizes (Keno Bonus). The Multiplier applicable to a Game for Keno Bonus will be displayed during each Game;

“Participating Jurisdiction” is an authorised, licensed or approved keno operator of an Australian State or Territory that is not Victoria, which has entered an agreement or agreements with the Licensee for the purpose of creating a common prize pool for the relevant Jackpot;

“Parlay” means the form of payment for a Entry Fee whereby a person, chooses to use all or part of money otherwise payable as a prize in a previous Game (instead of collecting the prize) and/or refund of a cancelled Entry;

“Premises” means the premises owned or occupied by a Venue, at which a Venue is permitted to accept Entries and Subscriptions for Keno Products, and in respect of a Casino Licensee means the area or areas defined or redefined as the boundaries of the Melbourne Casino pursuant to the *Casino Control Act 1991* (Vic);

“Prizes Fund” means the fund established by the Licensee pursuant to the Act into which not less than 75% of the total amount received as Subscriptions by the Licensee is paid, and out of which prizes described in the Schedule of Prizes are paid;

“Promotional Prize” means a prize offered over pursuant to Rule 14;

“Prorating” means the proportional reduction in value of all Major Prizes won across a single Game when the aggregate value of those prizes would exceed \$3,000,000 in accordance with Rule 19;

“Receipt Ticket” means the serial numbered ticket issued by a Terminal on which is recorded the particulars of an Entry and information relevant to the Game(s) entered;

“Replay” means the way of making an Entry described in Rule 9;

“Rules” means the rules contained in this document;

“Self Service Terminal”, “SST” or “Keno Touch” means a Terminal which can be operated by the customer to complete an Entry Form and effect an Entry(ies) (including, if offered by the Licensee, in conjunction with a Subscriber Account), check Receipt Tickets and claim prizes (which will be issued on a Change Receipt);

“Schedules of Prizes” means the Schedule annexed to these Rules;

“Selling Point” includes the Terminal, Central Site Computer, SST, and/or Internet Platform, as the case may be;

“Senior Terminal Operator” means the person authorised by a Venue to be in control of the sale of Keno Products at the Premises of that Venue;

“Spot” means, as the context requires:

- (i) a number or numbers from the range of 1 to 80 (inclusive) that a person can select on an Entry Form); or
- (ii) the quantity of number(s) selected (for example, if a person selects 7, 11, 36, and 71 on an Entry Form and effects that Entry, they are playing a “4 Spot”);

“Subscriber” means:

- (i) a person who completes an Entry Form and effects an Entry; or
- (ii) where the context permits, for the purposes of Rule 11 a person who receives or obtains a Change Receipt; or
- (iii) where, in its absolute discretion, the Licensee thinks it appropriate, includes a person who bears or submits a Receipt Ticket; or
- (iv) where any person defined in sub paragraph (i), (ii) or (iii) is under a legal incapacity or has died, includes the legal personal representative of that person;

“Subscriber Account” means an account the Licensee may from time to time enable an eligible person to register for through the Internet Platform in accordance with any terms and conditions the Licensee establishes or imposes, which is for the purposes of depositing funds to purchase Entries which are permitted to be made via the Internet Platform and to receive and withdraw prizes in accordance with these Rules and any other terms or conditions the Licensee places on the Subscriber Account;

“Subscription” means the amount selected on an Entry Form by a person and paid by a Subscriber to effect an Entry:

- (i) for each Game of Heads or Tails?; and
- (ii) for each Margin Bet; and
- (iii) for each Game of Keno \$1 Game (and in the case of Keno Bonus, the Subscription is equivalent to the Subscription of the Keno \$1 Game on the same Entry); and
- (iv) for each Game of Keno \$2 Game; and
- (v) for each Combination selected in a Combination Bet (and in the case of Keno Bonus, the Subscription is equivalent to the Subscription for the Combination Bet on the same Entry),

the value of the Subscription paid or to be paid must be constant across each Game, Margin Bet and Combination for a single Entry;

“Subscription Chip” means a casino chip issued by a Casino;

“Terminal” means a device that is linked to the Central Site Computer for either:

- (i) the processing of Entries, the issuing of Receipt Tickets or Change Receipts and the processing of prize claims; or
- (ii) the processing of Entries and the issuing of Receipt Tickets or Change Receipts;

“Terminal Operator” means a person authorised by a Venue to operate a Terminal at the Premises of that Venue;

“Unclaimed Prize” means a prize that remains unclaimed for a period of twelve (12) months after the date on which the Game to which the prize relates was conducted;

“VGCCC” means the Victorian Gambling and Casino Control Commission, or its successor;

“Venue” means a person appointed by the Licensee pursuant to the Keno Licence to accept Entries and to pay prizes pursuant to these Rules and refers to the Venue acting in its own right, or as agent

of the Licensee or of the Subscriber, as the context requires;

“Venue Representative” means a person authorised by a Venue to collect and submit an Entry Form and Entry Fee directly from the Subscriber;

“Winning Number(s)” means the twenty (20) numbers randomly selected by the Draw Device for each Game;

- (b) In these Rules unless inconsistent with the context:
 - (i) a reference to the singular will include the plural, and vice versa;
 - (ii) a reference to a person will include an organisation of persons whether incorporated or unincorporated;
 - (iii) a reference to a number of Games will be taken to mean a number of consecutive Games commencing with the Game which is open at the time the Receipt Ticket or Internet Acknowledgement for that Entry is issued;
 - (iv) headings are for convenient reference only and have no effect in limiting or extending the language of the provisions to which they refer;
 - (v) all references to sums of money are references to Australian dollars.

3. Application of these Rules

- (a) These Rules are to be read subject to the Act and will apply to every Keno Product and each Game. To the extent of any inconsistency between the Act and these Rules, the Act will prevail.
- (b) These Rules are binding on all Subscribers and/or persons and by making an Entry or accepting a Change Receipt, Receipt Ticket or Internet Acknowledgement, the Subscriber and/or person agree to be bound by these Rules.
- (c) These Rules will come into effect on the date specified in Rule 1 and will apply (as amended from time to time by the Licensee) for the duration of the conduct of Keno Products in Victoria by the Licensee, unless disallowed by the VGCCC. These Rules will be available to access at the Licensee’s usual place of business, at Venues, and via the Internet Platform.

4. Object

Keno is a game where Winning Numbers are selected from the available numbers 1 to 80 (inclusive). The object of each Keno Product conducted by the Licensee is as follows:

- (a) **Keno \$1 Game (Keno Classic):** a person selects, by completing an Entry Form, any of 1 to 10 (inclusive), 15, 20 or 40 Spots, the object being to match (or in some cases not to match) those Spots against the Winning Numbers from the Game. If the Subscriber correctly matches (or in some cases does not match) some or all of the Spots selected to the Winning Numbers, subject to these Rules, a prize will be payable in accordance with the relevant prize table in the Schedule of Prizes;
- (b) **Keno Bonus:** may only be played on the same Entry as a Keno \$1 Game and is played by a person selecting “Bonus” on an Entry Form. If the Subscriber correctly matches (or in some cases does not match) some or all of the Spots selected in the Keno \$1 Game against the Winning Numbers from the Game, subject to these Rules, a prize will be payable. The sum of the prize payable for both the Keno Bonus and the associated Keno \$1 Game is equal to the product of the Multiplier and the prize payable (excluding any applicable Jackpot Fill and Jackpot Growth) for the associated Keno \$1 Game plus any Keno Bonus Jackpot Prize as outlined in the Schedule of Prizes;
- (c) **Keno \$2 Game (Keno Mega Millions):** a person selects, by completing an Entry Form, any of 1 to 10 (inclusive), 15, 20 or 40 Spots, the object being to match (or in some cases not to match) those Spots against the Winning Numbers from the Game. If the Subscriber correctly matches (or in some cases does not match) some or all of the Spots selected to the Winning Numbers, subject to these Rules, a prize will be payable in accordance with the Schedule of Prizes;

- (d) **Heads or Tails?:** a person selects, by completing an Entry Form, one of either “Heads”, “Tails”, or “Evens” for a Game, the object being to match that selection against the result in the relevant Game based on the following:
- (i) the result of a Game is “Heads” when 11 or more of the Winning Numbers are numbers in the range 1 to 40 inclusive;
 - (ii) the result of a Game is “Tails” when 11 or more of the Winning Numbers are numbers in the range 41 to 80 inclusive;
 - (iii) the result of a Game is “Evens” when ten (10) of the Winning Numbers are numbers in the range 1 to 40 inclusive and ten (10) of the Winning Numbers are numbers in the range 41 to 80 inclusive,

If the Subscriber correctly forecasts the result of that Game, then, subject to these Rules, a prize will be payable calculated in accordance with the Schedule of Prizes.

Heads or Tails? may be played as a **Margin Bet**, the object being to forecast whether the result of a Game will be “Heads” or “Tails” and the absolute difference between the number of “Heads” and the number of “Tails” (determined in accordance with paragraph (d) above) (“**Margin**”) will be either:

- (i) 2 or more of the Winning Numbers;
- (ii) 4 or more of the Winning Numbers;
- (iii) 6 or more of the Winning Numbers;
- (iv) 8 or more of the Winning Numbers;
- (v) 10 or more of the Winning Numbers;
- (vi) 12 or more of the Winning Numbers;
- (vii) 14 or more of the Winning Numbers;
- (viii) 16 or more of the Winning Numbers; or
- (ix) 18 or more of the Winning Numbers,

More than one Margin Bet may be made on a single Game. If the Subscriber correctly forecasts the result of a Game (“Heads” or “Tails”) and the absolute difference between the number of “Heads” and “Tails” in accordance with (i) to (ix) above then, subject to these Rules, a prize will be payable calculated in accordance with the Schedule of Prizes.

Each Keno Product may be varied or discontinued and other forms or Keno Products may be introduced by the Licensee from time to time with Approval of the Minister.

5. Eligibility for Inclusion in a Game

To be eligible for inclusion in a Game, a person must be 18 years of age or older and for an Entry made through:

- (a) a Venue, a Receipt Ticket must be issued to the Subscriber, the details of which must be recorded and be resident on storage media at the Central Site;
- (b) the Internet Platform, an Internet Acknowledgment must have been issued to the Subscriber, the details of which must be recorded and be resident on storage media at the Central Site.

6. Ineligibility of Certain Persons to place an Entry

- (a) An associate or employee of the Licensee directly involved in the operation or conduct of Game(s) must not make an Entry.
- (b) An employee of a Venue during such time as that employee is in any way engaged in the sale of Entry(ies) in Keno Product(s) must not make an Entry.

- (c) No person under the age of 18 years will be permitted to make an Entry, whether personally, through another person, by mail, by using a Self-Service Terminal, through the Internet Platform or otherwise.
- (d) No person may make an Entry on behalf of a person under the age of 18 years.
- (e) No person under the age of 18 years will be permitted to register for, be issued with or use a Subscriber Account.

7. Key Staff

- (a) Licensee

A person appointed by the Licensee to supervise must be present at all times during the operation of a Game and is responsible for ensuring the Keno Products are conducted in accordance with these Rules.

- (b) Venue

A Senior Terminal Operator must be present at the Venue at all times while persons can complete an Entry Form at the Venue. The Senior Terminal Operator is responsible for ensuring that the Venue satisfies its obligations under these Rules (and any legal agreement the Venue has with the Licensee), and Keno Products are offered in accordance with these Rules.

8. Responsibility of Venue

- (a) A Venue must comply with all laws applicable to it, the Act, and these Rules.
- (b) A Venue must ensure that a visual display (or suitable alternative approved by the Licensee) of each Game is available during the Venues operating hours while Games are being conducted by the Licensee.

9. Entry and Entry Forms

- (a) An Entry may only be made by completing an Entry Form through:
 - (i) a Venue using a SST or via a Terminal Operator with access to a Terminal; and/or
 - (ii) the Internet Platform using a Subscriber Account (pursuant to this Rule generally and more specifically Rule 9A),in accordance with these Rules.
- (b) For an Entry completed at any Selling Point:
 - (i) A Subscriber to Heads or Tails? may only make one selection (ie. "Heads" or "Tails" or "Evens") per Entry;
 - (ii) A Subscriber to Margin Bet may select more than one Margin for "Heads" and "Tails" per Game per Entry (for example: "Heads" by 2 or more of the Winning Numbers, "Tails" by 2 or more of the Winning Numbers and "Heads" by 16 or more of the Winning Numbers);
 - (iii) To make a Combination Bet, a person:
 - (A) selects one or more groups of Spots on one Entry Form (branded "*Keno Advanced*") by first marking the groups of Spots with unique symbols - each group (identified by the unique symbol) represents a Spot entry (for example, if the person marks four (4) Spots with the letter "A" it is a 4 Spot, and five (5) Spots with the letter "B" it is a 5 Spot) - which can then be combined pursuant to paragraph (B) below to form additional (larger) Spot entries, each Spot entry selected by the person and determined pursuant to paragraph (B) is a "Combination"; and

- (B) selects the Combinations to be played by nominating the number of Spots in those Combinations (all possible Combinations with the nominated number of Spots must be played, and the person may select "ALL" possible Combinations – if a person selects "ALL" the number of Combinations is as calculated by the Central Site Computer and, if the Entry is completed, as specified on the Receipt Ticket or Internet Acknowledgement);

For example, if the person marks four (4) Spots with the letter "A" and five (5) Spots with the letter "B", the 4 Spot and 5 Spot can be combined to form a 9 Spot on that same Entry Form.

- (C) selects the Subscription; and
 - (D) selects the number of Games to be played;
- (iv) To make an Entry via Replay a person, for an Entry:
 - (A) in Venue, submits a Receipt Ticket to a Terminal Operator and provides verbal instructions to the Terminal Operator to repeat the Entry (and if relevant any variation the persons wishes to make to the Entry); or
 - (B) via the Internet Platform, provides instructions electronically using the "Replay" functionality which may be made available within the Subscriber Account;
 - (v) To make an Entry via Kwikpik, a person nominates the Subscription, the number of Spots and the number of Games and selects "Kwikpik" on an Entry Form, and the numbers will be randomly selected at the Selling Point. A Kwikpik may not be available on all Keno Product(s).
- (c) For an Entry completed in a Venue:
 - (i) Subject to Rule 10(d) relating to Subscription Chips, Rule 11 relating to Change Receipts and Rule 12 relating to Electronic Funds Transfer, each Entry Fee must be paid by a eligible person to a Venue (or to a Venue Representative on behalf of a Venue) and the Venue will hold the Entry Fee as agent of the eligible person until the Entry is completed;
 - (ii) The Venue, on behalf of the Licensee, will deliver a Receipt Ticket to the Subscriber. The Entry is completed by the delivery of the Receipt Ticket and the Venue is taken to have discharged its duty as agent to the Subscriber by the delivery of the Receipt Ticket in accordance with this Rule;
 - (iii) A Venue Representative may operate from anywhere within the Premises of the Venue which has authorised the Venue Representative. The Venue Representative must return to the Subscriber all original Receipt Tickets and Entry Forms. Any dispute between a Venue Representative and a Subscriber will be brought to the attention of the Senior Terminal Operator. A Venue Representative will not be responsible for the placement of Entries in any particular Game but will use best endeavours to place the Entry in the next available Game. Acceptance of payment and an Entry Form by a Venue Representative does not constitute an Entry until such time as a Receipt Ticket has been issued.
 - (d) All marks on an Entry Form must be in readable form and all verbal instructions must be clear and will be taken to have been made exclusively by the Subscriber. It is the responsibility of the Subscriber to ensure that the particulars recorded on a Receipt Ticket or Internet Acknowledgment match those submitted or requested. A Subscriber may cancel an Entry in accordance with Rule 15.
 - (e) In the case of any inconsistency between a Receipt Ticket or Internet Acknowledgment and the information stored at the Central Site, the latter will prevail and will determine what prize, if any, a Subscriber is entitled to.
 - (f) An Entry will be for the Game that is open at the time the Receipt Ticket or Internet Acknowledgment for that Entry is issued.
 - (g) Instructions printed on an Entry Form or otherwise displayed at a Selling Point are to be read and construed as part of these Rules. In the case of any inconsistency, these Rules will prevail.

- (h) Where a Subscriber makes an Entry as the trustee, representative or nominee of another person(s), the Licensee, the Venue and every other person will be taken not to have knowledge or notice of any such arrangement and the transaction will be taken to have been conducted solely with the Subscriber.

9A. Entry through a Subscriber Account

This Rule applies to Entry(ies) made on the Internet Platform using a Subscriber Account and should be read in conjunction with Rule 9.

- (a) While the Licensee will use reasonable care to provide the Internet Platform and Subscriber Accounts, due to technological limitations the Licensee does not promise that the service will be available at all times.
- (b) The Internet Platform will display information about how to make an Entry via the Internet Platform and details about the Keno Products and Games, past Game results and odds of winning Keno Products. The Licensee may:
 - (i) change the information or the format of the information on the Internet Platform at any time without notice to the Subscriber; and
 - (ii) not make all Keno Products or ways to make an Entry available via the Internet Platform at all times.
- (c) To be eligible to make an Entry through the Internet Platform a Subscriber must:
 - (i) have a Subscriber Account;
 - (ii) log into their Subscriber Account via the Internet Platform using their username and password;
 - (iii) have a credit balance in their Subscriber Account that meets or exceeds the value of the Entry Fee; and
 - (iv) comply with these Rules and any other terms and conditions the Licensee places on use of the Subscriber Account.
- (d) A Subscriber must satisfy themselves that all details on the Internet Confirmation Screen and Internet Acknowledgment relevant to an Entry Form they have completed via the Internet Platform are correct.
- (e) An Entry made through the Internet Platform is completed and accepted by the Licensee when a Subscriber confirms the details on the Internet Confirmation Screen are correct, the Entry is recorded and is resident on storage media on the Central Site Computer, and an Internet Acknowledgement is provided to the Subscriber.
- (f) In the event that:
 - (i) an Internet Acknowledgement does not appear after the Subscriber confirms the details on the Internet Confirmation Screen;
 - (ii) the details of an Entry made through the Internet Platform does not appear in the account history section of the Subscriber's Account; or
 - (iii) there is any loss of connection between the Subscriber and the Internet Platform during the making of an Entry,

it is the Subscriber's responsibility to contact the Licensee to confirm the relevant Entry has been processed and/or re-submit the Entry if necessary. The Licensee accepts no responsibility for an Entry where an Internet Acknowledgment has not been issued and/or the details of an Entry do not appear in the account history section of the Subscriber Account.

- (g) A Subscriber can review the history of each Entry they have made through the Internet Platform by accessing the account history section of their Subscriber Account.
- (h) If the particulars recorded on an Internet Acknowledgement or the account history section of the Subscriber Account are inconsistent with the particulars resident on storage media at the Central Site,

the latter shall prevail to the exclusion of the former and shall determine what prize, if any, a Subscriber is entitled to claim.

10. Entry Fee and Subscriptions

- (a) Subject to Rule 11 relating to relating to Change Receipts and Rule 12 relating to Electronic Funds Transfer, the acceptable forms of payment of an Entry Fee for an Entry made through a Venue includes:
- (i) the tender of cash;
 - (ii) the tender of a Change Receipt;
 - (iii) Parlay;
 - (iv) payment by Electronic Funds Transfer;
 - (v) the tender of a Subscription Chip to a Casino Licensee (subject to Rule 10(d)); or
 - (vi) any combination of the above.
- (b) The acceptable form of payment of an Entry Fee for an Entry made through the Internet Platform is the tender of funds held in a Subscriber Account (deposited in a manner approved by the Licensee).
- (c) The Licensee (or an agent authorised by the Licensee) may from time-to-time issue physical or electronic vouchers for the face value of an Entry Fee. Notwithstanding Rules 10(a) and 10(b), the redemption of such a voucher is considered an acceptable method of satisfying the Entry Fee requirements of these Rules if redeemed pursuant to the terms and conditions of the voucher.
- (d) If approved by the Licensee in writing, a Venue that is a Casino Licensee may provide that an acceptable form of payment of an Entry Fee for an Entry made through the Casino Licensee also includes a Subscription Chip. In the event a Casino Licensee is able to accept Subscription Chip(s) for payment of an Entry Fee:
- (i) a Subscriber must pay to a Casino Licensee, for the issue of a Subscription Chip, an amount equal to the face value of the Subscription Chip; and
 - (ii) where payment of an Entry Fee is made by the tender of a Subscription Chip in accordance with this Rule, a Casino Licensee will hold the Subscription Chip as agent of the Subscriber until the Entry is completed; and
 - (iii) once the Entry is completed and the Receipt Ticket delivered to the Subscriber, a Casino Licensee will have discharged its duty as agent of the Subscriber.
- (e) No form of credit betting will be allowed.
- (f) Except as provided in Rule 10(g)-(i) inclusive, the minimum Subscription for:
- (i) Keno \$1 Game (including the relevant Jackpot) will be \$1.00;
 - (ii) Keno Bonus will be \$1.00; and
 - (iii) Keno \$2 Game (including the relevant Jackpot) will be \$2.00,

and Subscriptions may increment in multiples of:

- (i) \$1.00 each for Keno \$1 Game and Keno Bonus; and
- (ii) \$2.00 for Keno \$2 Game,

up to a maximum Entry Fee of:

- (i) \$9,999 for an Entry purchased at the Premises of a Venue; and
- (ii) \$1,000 for an Entry purchased on the Internet Platform.

The Subscription selected by a person for Keno Bonus must be equal to the Subscription selected by the person for the relevant Keno \$1 Game. If the number of Games of Keno Bonus being played on

an Entry is less than the number of Keno \$1 Games being played on the Entry, Keno Bonus will be played in conjunction with the first and following Games of the Keno \$1 Game.

- (g) To win a Jackpot Prize or a Keno Bonus Jackpot Prize, the minimum Subscription for applicable Keno Products is as follows:
 - (i) \$1.00 for the Keno \$1 Game Jackpot(s) and Keno Bonus;
 - (ii) \$2.00 for the Keno \$2 Game Jackpot(s).

- (h) The minimum Subscription payable in respect of a Combination Bet Entry (excluding Entry(ies) eligible for a Jackpot Prize) will be, where not less than:
 - (i) 4 and not more than 19 Combinations are played:
 - (A) \$0.50 per Combination for Keno \$1 Game; and
 - (B) \$1.00 per Combination for the Keno \$2 Game; and
 - (ii) 20 and not more than 49 Combinations are played:
 - (A) \$0.20 per Combination for Keno \$1 Game; and
 - (B) \$0.40 per Combination for the Keno \$2 Game; and
 - (iii) 50 Combinations are played:
 - (A) \$0.10 per Combination for Keno \$1 Game; and
 - (B) \$0.20 per Combination for the Keno \$2 Game,

up to a maximum Entry Fee of \$9,999 for an Entry purchased at the Premises of a Venue.

The Subscription selected by a person for Keno Bonus must be equal to the Subscription selected by the person for the relevant Combination Bet. If the number of Games of Keno Bonus being played on an Entry is less than the number of Games of Combination Bet being played on the Entry, Keno Bonus will be played in conjunction with the first and following Games of Combination Bet.

- (i) Subscriptions for a Combination Bet Entry where not less than 4 Combinations are played may increment in multiples of:
 - (i) \$0.10 per Combination for Keno \$1 Game; and
 - (ii) \$0.20 per Combination for the Keno \$2 Game,

up to a maximum Entry Fee of \$9,999 for an Entry purchased at the Premises of a Venue.

- (j) The minimum Subscription for Heads or Tails? will be \$1.00. Subscriptions may increment in multiples of \$1.00 up to a maximum Entry Fee of:
 - (i) \$9,999 for an Entry purchased at the Premises of a Venue; and
 - (ii) \$1,000 for an Entry purchased on the Internet Platform.

- (k) The minimum Subscription for a Margin Bet is \$1.00. Subscriptions may increment in multiples of \$1.00 up to a maximum Entry Fee of \$9,999 for an Entry purchased at the Premises of a Venue.

- (l) Notwithstanding paragraphs (a) to (k) above, the maximum Entry Fee an SST will accept is \$1,000.

- (m) Subject to Rule 10(d) relating to Subscription Chips, Rule 11 relating to Change Receipts and Rule 12 relating to Electronic Funds Transfer, Subscriptions will be received by a Venue as follows:
 - (i) until the Entry is completed the Venue will hold the Subscription as agent of the Subscriber; and
 - (ii) once the Entry is completed, the Venue will hold the Subscriptions on behalf of and as agent of the Licensee.

11. Change Receipts

- (a) A Change Receipt is a bearer document and must be redeemed in full for cash or tendered by way of Entry Fee within twelve (12) months of the date of issue.

- (b) A Subscriber may pay, for the issue of a Change Receipt, an amount equal to the face value of the Change Receipt.

12. Electronic Funds Transfer

- (a) Payment of Entry Fees by Electronic Funds Transfer in Venue will only be permitted for Entries purchased from a Terminal Operator, Senior Terminal Operator, or Venue Representative. Self-Service Terminals will not accept payment by Electronic Funds Transfer.
- (b) A Subscriber will not be permitted to purchase an Entry by Electronic Funds Transfer:
 - (i) where the Entry Fee for that Entry exceeds \$100; or
 - (ii) if such purchase would result in the sum of all Entry Fees paid by the Subscriber by way of Electronic Funds Transfer for all Entries purchased between 00:00 and 23:59 on the day of such purchase exceeding \$200.

13. Jackpot

- (a) For the Keno \$1 Game Jackpot(s), a minimum of 10% of Subscriptions will be allocated to the Jackpot Growth of the respective Keno \$1 Game Jackpot.
- (b) For the Keno \$2 Game Jackpot(s), a minimum of:
 - (i) 10% of Subscriptions relating to the 7 and 8 Spot;
 - (ii) 9% of Subscriptions relating to the 9 Spot; and
 - (iii) 8% of Subscriptions relating to the 10 Spot,selections will be allocated to the Jackpot Growth of the respective Keno \$2 Game Jackpot.
- (c) For the avoidance of doubt, Jackpot Growth only applies to the applicable Keno \$1 Game Jackpot and Keno \$2 Game Jackpot for which the Subscription is made.
- (d) The Jackpot Growth (and for the 10 Spot in both the Keno \$1 Game and Keno \$2 Game, also the Jackpot Fill) component of the:
 - (i) Keno \$1 Game Jackpot Prize is fixed and payable only in respect of the first \$1.00 of the Subscription paid by a Subscriber to which that prize relates; and
 - (ii) Keno \$2 Game Jackpot Prize is fixed and payable only in respect of the first \$2.00 of the Subscription paid by a Subscriber to which that prize relates,irrespective of the amount Subscribed and does not increase proportionately to the amount of the Subscription.
- (e) The Keno Bonus Jackpot Prize is fixed and payable only in respect of the first \$1.00 of the Subscription paid by a Subscriber.
- (f) Subject to these Rules, the amount of the Keno \$1 Game Jackpot prizes, the Keno \$2 Game Jackpot prizes and the Keno Bonus Jackpots prizes are detailed in the Schedule of Prizes.
- (g) Jackpots may be won in one or more Venues(s) or through one or more Subscriber Account(s) within Victoria and/or in Participating Jurisdiction(s).
- (h) Jackpots may be won in Participating Jurisdiction(s) including but not limited to when there is any failure, disruption or malfunction of equipment used in the conduct of Games whether at the Central Site or at the Premises of a Venue or any other location.

14. Promotional Prizes

- (a) The Licensee may allocate sums from the Prizes Fund to be used for Promotional Prizes. Keno Products and/or Games in which Promotional Prizes are available or may be available are referred to as 'Cash Games'.
- (b) Subject to (c), a Promotional Prize will be won by a Subscriber or Entry (as the case may be) which first meets the entry requirements for that Promotional Prize.
- (c) Where entry requirements for a Promotional Prize are met, and more than one Subscriber or Entry (as the case may be) meets those requirements, the Promotional Prize will be shared among the Subscribers or Entries (as the case may be) in accordance with Rule 19(g).
- (d) The word "Promotional" may be printed on Receipt Tickets or the Internet Acknowledgment which also constitutes an entry in a Cash Game. The presence of the word "Promotional" on a Receipt Ticket or Internet Acknowledgment is not an indication that an Entry is eligible to win a Promotional Prize.

15. Cancellations

- (a) The un-resulted Game(s) on an Entry may be cancelled, subject to these Rules, prior to the closure of the first relevant unresulted Game or prior to the selection of the first Winning Number in the relevant Game, whichever occurs first.
- (b) For an Entry made at the Premises of a Venue, subject to paragraph 15(a):
 - (i) The un-resulted Game(s) on the Entry may be cancelled only at the Premises of the Venue at which the Entry was accepted; on the Keno Day on which the Entry was accepted; and during the displayed trading hours of those Premises;
 - (ii) If the un-resulted Game(s) on an Entry made in Venue is cancelled in accordance with these Rules, the Venue will refund the value of the Subscriptions related to the remaining Games(s);
 - (iii) Notwithstanding paragraph (ii), if the Entry Fee requirements for a cancelled Game on an Entry were satisfied pursuant to Rule 10(c), the Subscriber may not be entitled to a refund.
- (c) For an Entry made through the Internet Platform using a Subscriber Account, subject to paragraph 15(a):
 - (i) The un-resulted Game(s) on the Entry may be cancelled only via the Internet Platform on the Keno Day on which the Entry was accepted;
 - (ii) If the un-resulted Game(s) on an Entry made through the Internet Platform is cancelled in accordance with these Rules, the Licensee will refund the credit to the Subscriber Account to the value of the Subscriptions related to the remaining un-resulted Games(s);
 - (iii) Notwithstanding paragraph (ii) above, if the Entry Fee requirements for a cancelled Game on an Entry were satisfied pursuant to Rule 10(c), the Subscriber may not be entitled to a refund.
- (d) If an Entry is deemed invalid due to a change of the Rules, the Subscriber will be entitled to either:
 - (i) a refund of the Entry Fee; or
 - (ii) a new Entry to the value of the original Entry Fee.

16. The Drawing of a Game

- (a) The selection of the Winning Numbers must:
 - (i) take place:
 - (A) by means of a Draw Device, connected to the Central Site Computer, and that has been Approved for use in the Drawing of Games;
 - (B) at the Central Site, the Premises of a Venue, the Backup Site or other Approved site;
 - (C) in a manner which enables it to be reviewed by an Inspector; and

- (ii) be captured on an Approved medium.
- (b) The Licensee will determine when a Game opens and closes.
- (c) The Drawing of a Game will be carried out as soon as practicable after it is closed.
- (d) If a Draw Device malfunctions, the Drawing of the Game will continue in accordance with Approved procedures.

17. Display of Winning Numbers

Subject to these Rules, the Winning Numbers, the Heads or Tails? result and the Multiplier of the most recently completed Game will be displayed:

- (a) at the Premises of a Venue during the Venue's displayed trading hours;
- (b) on the Internet Platform; and
- (c) in any other manner and on media channels at the discretion of the Licensee.

The Winning Numbers, Heads or Tails? result and the Multiplier will also be available by a Game Results Inquiry.

18. Winning Entries

- (a) Notwithstanding any other Rule, a winning Entry played by a Subscriber will be one where the number(s) or relevant selections chosen by the Subscriber match the Winning Number(s), or result determined by the Game, and resident on storage media at the Central Site as the Winning Number(s) for that Game so as to entitle the Subscriber to a prize in accordance with the applicable Schedule of Prizes and/or to a Promotional Prize.
- (b) Where a Receipt Ticket is held by a person who satisfies Rules 5 and 6, it is a bearer document. A prize for an Entry purchased through a Venue may only be claimed by submitting a Receipt Ticket that is able to be read and validated and where the particulars recorded on the Receipt Ticket submitted indicate that the Entry played by a Subscriber is a winning Entry and its particulars correspond with the particulars on storage media at the Central Site.
- (c) A Receipt Ticket submitted in respect of a successful prize claim or a Change Receipt redeemed for cash or the Entry Fee need not be returned to the Subscriber.
- (d) Where a Subscriber is unable to return a winning Receipt Ticket to a Venue in person, the Subscriber may return the Receipt Ticket to the Licensee by registered mail for assessment. The Subscriber must include their full name, address, age, phone number and any other supporting documentation requested by the Licensee. The Subscriber must also retain a copy of the Receipt Ticket number and the registered mail tracking number. The Licensee will process the Receipt Ticket to assess whether it relates to a winning Entry. The Subscriber will be notified and, if successful, any prizes will be paid out in accordance with Rule 20. If the Receipt Ticket is lost in the post, the Subscriber may make a claim in accordance with Rule 22.
- (e) A prize for an Entry made through the Internet Platform will only be payable where the particulars recorded on the Internet Acknowledgement or in the account history section of a Subscribers Account indicates that the Entry played by a Subscriber is a winning one and its particulars correspond with the particulars resident on storage media at the Central Site.

19. Pro-rating and Sharing of Prizes

- (a) Subject to Rule 19(c), the maximum aggregate liability for all Major Prizes won in a single Game, excluding Promotional Prizes, will be \$3,000,000.

- (b) Where the total amount of Major Prizes exceeds \$3,000,000 in a single Game, Pro-rating will apply to all Major Prizes associated with that Game as follows:

$$\text{Amount payable} = X \div Y \times \$3,000,000$$

where

X = the amount which except for this Rule would have been payable in respect of the Major Prize won by a Subscriber.

Y = the total prize amount which, except for this Rule, would have been payable in respect of all Major Prizes won across the Game.

- (c) Notwithstanding the application of Pro-rating, no Major Prize will be reduced to a value less than \$1,000 (noting that a Keno Bonus Major Prize is the multiplied Keno Classic prize).
- (d) For the Keno \$1 Game Jackpot, for each of the 7, 8, 9, and/or 10 Spots:
- (i) where there is more than one winning Entry related to any of the individual Keno \$1 Game Jackpot Spots from Victoria and/or another Participating Jurisdiction, the Jackpot Growth will be shared among those winning Entries in the same proportion that the amount of the Subscription (disregarding Keno Bonus) paid for each winning Entry on the winning combination of Spots bears to the total amount of the Subscription (disregarding Keno Bonus) paid for each winning Entry on the winning combination of Spots; and
 - (ii) where there is one winning Entry in any of the individual Keno \$1 Game Jackpot Spots from Victoria and one and/or more winning Entry(ies) in different Participating Jurisdictions, the Jackpot Fill will be paid to the winning Entry in Victoria. The Jackpot Growth will be shared as described above in (i); or
 - (iii) where there is more than one winning Entry in any of the individual Keno \$1 Game Jackpot Spots in Victoria (including situations where there are one or more winning Entries from another Participating Jurisdiction), the winning Entries in Victoria will share the Jackpot Fill in the same proportion that the amount of the Subscription paid for each winning Entry on the winning combination of Spots bears to the total amount of the Subscriptions (disregarding Keno Bonus) paid for each winning Entry, in Victoria, on the winning combination of Spots. The Jackpot Growth will be shared as described above in (i).
- (e) Where there is more than one Keno Bonus Jackpot Prize winning Entry in a Game, the Keno Bonus Jackpot Prize will be shared amongst those Keno Bonus Jackpot Prize winning Entries in the same proportion that the amount of the Subscriptions (disregarding Keno Bonus) paid for each winning Entry on the winning combination of Spots bears to the total amount of the Subscription (disregarding Keno Bonus) paid for each winning Entry on the winning combination of Spots.
- (f) For the Keno \$2 Game Jackpot, for each of the 7, 8, 9, and/or 10 Spots:
- (i) where there is more than one winning Entry related to any of the individual Keno \$2 Game Jackpot Spots from Victoria and/or another Participating Jurisdiction, the Jackpot Growth will be shared among those winning Entries in the same proportion that the amount of the Subscription paid for each winning Entry on the winning combination of Spots bears to the total amount of the Subscription paid for each winning Entry on the winning combination of Spots; and
 - (ii) where there is one winning Entry in any of the individual Keno \$2 Game Jackpot Spots from Victoria and one and/or more winning Entry(ies) in different Participating Jurisdictions, the Jackpot Fill will be paid to the winning Entry in Victoria. The Jackpot Growth will be shared as described above in (i); or
 - (iii) where there is more than one winning Entry in any of the individual Keno \$2 Game Jackpot Spots in Victoria (including situations where there are one or more winning Entries from another Participating Jurisdiction), the winning Entries in Victoria will share the Jackpot Fill in the same proportion that the amount of the Subscription paid for each winning Entry on the winning combination of Spots bears to the total amount of the Subscriptions paid for each winning Entry, in Victoria, on the winning combination of Spots. The Jackpot Growth will be shared as described above in (i).

- (g) Where there is more than one Promotional Prize winner, the Promotional Prize will be shared among those Promotional Prize winners in proportion to the amount of the Subscription paid by each winner on the winning combination of Spots.

20. Payment of Prizes

- (a) Regardless of the amount of a Subscription, the maximum liability in respect of a Jackpot Prize will be the amount showing as the relevant Jackpot Prize at that time on storage media at the Central Site, reduced or shared (if required) in accordance with Rule 19 and otherwise calculated in accordance with Rule 13 and the Schedule of Prizes.
- (b) Subject to Rule 20(f), where a win requires the issue of a cheque drawn on the Prizes Fund or a cheque drawn on a Venue, the Subscriber must provide details of the payee to the Licensee or Venue.
- (c) Public personal anonymity will be at the Subscriber's request, made to an employee of the Licensee or Venue at the time the win is confirmed. The Subscriber acknowledges that the Licensee may publish, or cause to be published the name of the Venue, and/or geographic location at which the Subscription was accepted, the channel from which the Subscription was accepted, the method of prize win and the amount of the prize. A Subscriber may at any time revoke a request for anonymity.
- (d) Subject to these Rules, a claim for the payment of a prize may be made:
 - (i) at the Premises of any Venue up to twelve (12) months' after the Keno Day on which the Game in respect of which the first prize is claimed was conducted – the first \$9,999 of a prize or prizes payable to a Subscriber, subject to the limit specified by that Venue, may be paid in cash or by way of a Change Receipt or in the case of a Casino Licensee (where authorised in writing by the Licensee), by way of Subscription Chip(s). Amounts over \$9,999 (or amounts not paid in Venue) of a prize or prizes payable to a Subscriber will be paid by means of a cheque payable to the claimant or by means of electronic funds transfer to an account nominated by the claimant (the method of payment is at the Licensee's discretion); or
 - (ii) by submitting a claim to the Licensee, which must be:
 - (A) addressed in writing to the Licensee at Level 21, Tower 2, 727 Collins Street, Melbourne, Victoria 3008; or
 - (B) submitted via the Internet Platform using a means offered by the Licensee; and
 - (C) received by the Licensee within twelve (12) months' of the Keno Day on which the Game in respect of the prize being claimed occurred; and
 - (D) accompanied by the original Receipt Ticket and a completed Keno Claim Form.

Prizes will be drawn from the Prizes Fund and paid by means of a cheque payable to the claimant, or by means of electronic funds transfer to an account nominated by the claimant. The Licensee accepts no responsibility or liability whatsoever for any loss or damage arising from any delay, acts or omissions on the part of Australia Post or any other party engaged to deliver the claim.

- (e) Payment of a prize related to a winning Entry where the corresponding Entry was made via the Internet Platform will be made as follows:
 - (i) prizes of up to and including \$2,000.00 will be paid directly into the Subscriber's Account as soon as reasonably practicable after the relevant Game; and
 - (ii) prizes over \$2,000.00 will be drawn from the Keno Prizes Fund and paid directly into the Subscriber's Account:
 - (A) following a period of at least 24 hours after determination of the relevant Game; and
 - (B) notwithstanding (A), following a sufficient period of time after the relevant Game to allow the Licensee to verify the win (which may include engagement with the VGCCC).

- (f) Any cheques issued in payment or part payment of a payout may be crossed and marked "Not Negotiable" and payable to "Account Payee Only" and will be drawn in favour of the Subscriber.
- (g) Payouts to Subscribers known to be under legal incapacity or disability or to those Subscribers who are known to have died before receiving any or all of a particular payout will be made in accordance with the laws of Victoria.
- (h) Where a payout is calculated to be an amount which is an exact multiple of \$0.10 that prize will be payable. Where a prize is calculated to be an amount which is not an exact multiple of \$0.10 the prize payable will be the nearest amount below the calculated prize which is an exact multiple of \$0.10.
- (i) A prize is not payable in relation to an Entry not made in accordance with these Rules, including, for example, one subject to credit betting or other illegal activity.

21. Unclaimed Prizes, unredeemed Change Receipts, disputed prize claims and complaints

- (a) Details of Unclaimed Prizes and unredeemed Change Receipts will remain accessible from storage media on the Central Site Computer for up to twelve (12) calendar months after the Keno Day to which they relate. After this period, claims may be made only after submission of a Keno Claim Form forwarded by the Subscriber to the Licensee or Victorian State Revenue Office (pursuant to the Act for Unclaimed Prizes, and the Unclaimed Money Act 2008 (Vic) for the unredeemed Change Receipts).
- (b) Prior to an Unclaimed Prize being paid to the Victorian State Revenue Office, a person may lodge a written claim with the Licensee by sending it to the Licensee's office in Victoria (refer to Rule 20) or such other place or postal address as is notified from time to time on promotional material or the Licensee's website (refer to section 6A.3.39C of the Act).
- (c) If a claim for a prize is made to the Licensee in accordance with Rule 21(b):
 - (i) the Licensee will:
 - (A) try to resolve the claim;
 - (B) if the Licensee is not able to resolve the claim, promptly give the claimant written notice advising of the Licensee's decision on the claim and that the person may, within ten (10) days after receiving the notice, ask the VGCCC to review the decision;
 - (ii) If the claim is not resolved, the person may ask the VGCCC:
 - (A) if that person has received a notice pursuant to 21(c)(i)(B), to review the Licensee's decision on the claim; or
 - (B) if not, to resolve the claim;
 - (iii) A request to the VGCCC:
 - (A) must be in the form approved by the VGCCC; and
 - (B) if the person received a notice pursuant to 21(c)(i)(B), must be made within ten (10) days after receiving the notice;
 - (iv) If a request is made to the VGCCC, the VGCCC may carry out any investigations the VGCCC considers necessary to resolve the matters in dispute.
- (d) The Licensee will inquire into a complaint:
 - (i) made to it about the conduct of a Keno Product by the Licensee, or the conduct of a Venue in operations relating to a Keno Product; or
 - (ii) referred to it by the VGCCC,

within a reasonable period of time of receipt or referral of such complaint and give written notice of the result of its inquiry to the complainant, or to the VGCCC as the case may be.

- (e) If a complaint is made to the VGCCC about the conduct of a Keno Product, or the conduct of a Venue in operations relating to a Keno Product, VGCCC will inquire into the complaint or if it considers appropriate, refer the complaint to the Licensee. VGCCC will advise the complainant of the result of

the VGCCC's inquiry or of its decision to refer the complaint to the Licensee (refer to section 6A.5.2 of the Act).

- (f) A complaint made to the VGCCC must be in writing, state the complainant's name and address, and give appropriate details of the complaint.

22. Lost or Mutilated Receipt Tickets and Change Receipts

- (a) If a:

- (i) Receipt Ticket or Change Receipt is submitted by a Subscriber for processing and is unable to be read or validated by a Terminal or the Terminal Operator; or
- (ii) Receipt Ticket or Change Receipt has been lost,

a claim for payment may be made by the submission of a Keno Claim Form.

- (b) If the details given by the Subscriber satisfy the Licensee, the claim will be paid:

- (i) for a Receipt Ticket claim, in accordance with the Rules relating to prizes; and
- (ii) for a Change Receipt claim, pursuant to the details of the Change Receipt stored on the Central Site Computer.

23. Limitation of Liability

- (a) Without limitation to the following provisions of this Rule, the Licensee will have no responsibility or liability to a Subscriber until an Entry is validly made and a Receipt Ticket is delivered to that Subscriber, or in the case of an Entry made through the Internet Platform, until an Internet Acknowledgement is displayed and the details of the Entry appears in the account history section of the Subscriber's Account, in accordance with these Rules.
- (b) Nothing in these Rules excludes, restricts, or modifies any guarantee, term, condition, warranty or any right or remedy, implied or imposed by any law or legislation which cannot lawfully be excluded or limited, including the Australian Consumer Law which contains guarantees that protect the purchasers of goods and services in certain circumstances.
- (c) The Subscriber is responsible for keeping their Receipt Ticket safe and secure. The Licensee will have no responsibility or liability to a Subscriber or to any other person by reason of the loss or destruction of a Receipt Ticket beyond the amount of the Subscription paid in respect of the Receipt Ticket unless, at the discretion of the Licensee, the criteria as set out in Rules 21 and 22 are met.
- (d) The Licensee will have no responsibility or liability to pay a Subscriber who claims a prize and is unable to submit a Receipt Ticket unless, at the discretion of the Licensee, the criteria set out in Rules 21 and 22 are met. The Licensee will have discharged all liability in relation to payment of a prize by making payment to a person who has submitted a prize winning Receipt Ticket. The official record of payment will be the image resident on storage media at the Central Site.
- (e) If a Subscriber suffers loss in respect of an Entry as a result of the Licensee's or Venue's breach of its obligations under these Rules or the Licensee's or Venue's negligence (which includes breach or negligence of a Venue employee or Venue Representative), the Licensee's liability to the Subscriber in respect of that loss will be limited to the greater of:
 - (i) the Entry Fee paid by the Subscriber in respect of that Entry; and
 - (ii) if the Subscriber has won a prize in respect of that Entry, in accordance with these Rules, the amount of such prize,

however:

- (iii) this Rule does not limit the Licensee's liability for its wilful misconduct or fraud; and

- (iv) the Licensee will not be liable for any loss suffered by a Subscriber in respect of an Entry to the extent such loss is caused by:
 - (A) the acts or omissions of the Subscriber (including the Subscriber's breach of these Rules); or
 - (B) any third party outside of the Licensee's control; or
 - (C) any act, event or circumstance outside the control of the Licensee including those circumstances described in Rule 23(g).

- (f) The Licensee will have no liability or responsibility to a Subscriber for or in respect of:
 - (i) any failure, disruption or malfunction of equipment used in the conduct of Game(s) whether at the Central Site or at the Premises of a Venue or any other location, electrical power, telecommunications links or storage media at the Central Site; and/or
 - (ii) a Jackpot Prize being won in another participating jurisdiction during a period where there is any failure, disruption or malfunction of equipment used in the conduct of a Game whether at the Central Site or at the Premises of a Venue or any other location, electrical power, telecommunications links or storage media at the Central Site in this jurisdiction,

unless such failure, disruption or malfunction was caused by the Licensee's act or omission.

- (g) To the maximum extent permitted by law, the Licensee and each Venue will have no liability or responsibility for any consequence of interference with or interruption to any Game due to fire, storm, flood, riot, civil commotion, strike, failure or disruption of electrical power supply, internet or telecommunications supply, criminal acts, damage or interference to technology systems, or other cause not within the reasonable control of the Licensee or Venue (as applicable).

- (h) Any liability that the Licensee has to a Subscriber other than an obligation to pay a prize won by a Subscriber in accordance with these Rules is limited to:
 - (i) in the case that the liability relates to an Entry, to the Entry Fee paid in respect of that Entry; and
 - (ii) in all other cases, to \$10,000.

- (i) The Licensee is not obliged to pay a Subscriber any prize if the Subscriber has no valid claim according to these Rules.

- (j) The liability of the State of Victoria, the Crown in right of that State, the Government of that State, the Minister, an Inspector, their successors and the employees and agents will be limited to the maximum extent permitted by law in respect of their acts and omissions under these Rules.

24. Disqualifications

- (a) Notwithstanding that a Receipt Ticket, Change Receipt, Internet Acknowledgement or listing in the account history section of a Subscriber's Account may have been issued or displayed, an Entry may be disqualified, and no claim will be entered in respect of it if the Licensee is of the reasonable opinion that it should be disqualified.

- (b) The reasons for disqualification by the Licensee may include but are not limited to:
 - (i) tender of insufficient Entry Fee or if the form of the Entry Fee is not acceptable;
 - (ii) the Subscriber has defaulted in payment of any previous fee;
 - (iii) reasonable suspicion of fraud or attempted fraud (whether computer related or otherwise);
 - (iv) a Receipt Ticket or Change Receipt failing any security tests conducted by the Licensee;
 - (v) reasonable suspicion of unauthorised use of a Terminal or SST;
 - (vi) reasonable suspicion of unauthorised use or manipulation of the Internet Platform;
 - (vii) reasonable suspicion that the Subscriber is ineligible to make an Entry under these Rules; or
 - (viii) any other breach of the Rules or Act which in the opinion of the Licensee justifies disqualification.

- (c) An Entry which has been disqualified in accordance with this Rule may, in the absolute discretion of the Licensee, be reinstated.
- (d) Without limiting the operation of Rule 23, the liability of the Licensee to a Subscriber who has an Entry disqualified and reinstated under this Rule will be limited to the amount of any prize that would have been payable on the associated Entry.

25. Availability of Games of Keno

The Licensee will use reasonable endeavors to make available and maintain the equipment used in the conduct of Games whether at the Central Site or at the Premises of a Venue or any other location however, it does not guarantee uninterrupted operation or error-free operation at all times.

26. Amendment

- (a) These Rules may only be amended, added to or repealed, in whole or in part, at any time by the Licensee.
- (b) Any amendment, addition or repeal will be effective on the date on which it is published in the Victorian Government Gazette, or such later date as is specified in the Victorian Government Gazette.
- (c) The Licensee will have no responsibility to a Subscriber or any person for or in respect of any change to the Rules.

Schedules of Prizes

Keno \$1 Game

The following Schedule of Prizes applies to each Game for the Keno \$1 Game, and is used to determine Keno Bonus where it is played in conjunction with Keno \$1 Game. Prizes are based on a Subscription of \$1.00 and are expressed in multiples of \$1.00:

Number of Spots Matched	Number of Spots Selected				
	1	2	3	4	5
0					
1	3				
2		12	1	1	
3			44	4	2
4				120	14
5					640

Number of Spots Matched	Number of Spots Selected				
	6	7	8	9	10
0					
3	1	1			
4	5	3	2	1	1
5	80	12	7	5	2
6	1,800	125	60	20	6
7		5,000 plus Jackpot Growth	675	210	50
8			25,000 plus Jackpot Growth	2,500	580
9				100,000 plus Jackpot Growth	10,000
10					250,000 plus Jackpot Fill of 750,000 plus Jackpot Growth

Number of Spots Matched	Number of Spots selected		
	15	20	40
0		100	250,000
1		10	25,000
2		2	2,200
3			200
4			35
5	1		7
6	2		2
7	4		1
8	20	2	
9	50	7	
10	250	20	
11	2,000	100	
12	12,000	450	
13	50,000	1,200	1
14	100,000	5,000	2
15	250,000	10,000	7
16		15,000	35
17		25,000	200
18		50,000	2,200
19		100,000	25,000
20		250,000	250,000

Keno \$2 Game

The following Schedule of Prizes applies to each Game for the Keno \$2 Game. Prizes are based on a Subscription of \$2.00 and are expressed in multiples of \$1.00:

Number of Spots Matched	Number of Spots selected				
	1	2	3	4	5
0					
1	6				
2		25	2	2	1
3			90	7	3
4				260	14
5					1,300

Number of Spots Matched	Number of Spots selected				
	6	7	8	9	10
0					
1					
2					
3	2	2	1	1	
4	10	6	2	2	2
5	160	20	10	6	4
6	3,800	280	100	20	7
7		12,000 plus Jackpot Growth	1,280	300	50
8			75,000 plus Jackpot Growth	5,200	600
9				300,000 plus Jackpot Growth	11,000
10					500,000 plus Jackpot Fill of 4,500,000 plus Jackpot Growth

Number of Spots Matched	Number of Spots selected		
	15	20	40
0		150	500,000
1		12	50,000
2		5	3,700
3		1	250
4			50
5	2		10
6	4		6
7	6	1	2
8	45	5	1
9	120	12	
10	500	25	
11	5,000	150	
12	15,000	650	1
13	75,000	1,500	2
14	200,000	7,500	6
15	500,000	20,000	10
16		50,000	50
17		75,000	250
18		100,000	3,700
19		200,000	50,000
20		500,000	500,000

Keno Bonus

Listed below are the Keno Bonus Multipliers assigned to the addition of the 20 Winning Numbers.

Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier
210	4	256	3	302	3	348	1
211	1	257	5	303	1	349	5
212	1	258	1	304	1	350	1
213	1	259	3	305	3	351	3
214	1	260	1	306	3	352	1
215	2	261	1	307	1	353	1
216	1	262	3	308	1	354	4
217	3	263	1	309	3	355	1
218	2	264	1	310	3	356	1
219	1	265	5	311	1	357	3
220	5	266	1	312	3	358	1
221	2	267	3	313	1	359	1
222	1	268	10	314	3	360	2
223	1	269	1	315	1	361	3
224	10	270	2	316	1	362	2
225	1	271	1	317	2	363	3
226	1	272	3	318	1	364	3
227	3	273	1	319	3	365	2
228	1	274	5	320	2	366	5
229	1	275	3	321	1	367	1
230	2	276	1	322	1	368	3
231	1	277	2	323	3	369	3
232	3	278	1	324	1	370	1
233	1	279	3	325	5	371	3
234	2	280	1	326	1	372	2
235	1	281	1	327	2	373	1
236	5	282	3	328	1	374	2
237	1	283	1	329	3	375	1
238	3	284	3	330	1	376	4
239	1	285	1	331	10	377	2
240	4	286	3	332	1	378	1
241	1	287	1	333	2	379	2
242	1	288	1	334	1	380	1
243	3	289	3	335	1	381	2
244	1	290	1	336	3	382	1
245	1	291	1	337	1	383	2
246	10	292	3	338	1	384	3
247	1	293	1	339	3	385	1
248	2	294	3	340	4	386	2
249	1	295	1	341	3	387	5
250	3	296	1	342	1	388	2
251	1	297	3	343	4	389	1
252	1	298	1	344	1	390	1
253	3	299	3	345	1	391	3
254	1	300	1	346	3	392	2

255	1	301	1	347	3	393	1
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Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier
394	5	441	3	488	1	535	3
395	1	442	1	489	1	536	1
396	3	443	2	490	1	537	1
397	1	444	1	491	1	538	1
398	2	445	1	492	2	539	3
399	5	446	3	493	3	540	1
400	4	447	1	494	1	541	1
401	5	448	3	495	3	542	2
402	3	449	2	496	1	543	1
403	5	450	1	497	3	544	3
404	2	451	3	498	1	545	1
405	5	452	1	499	1	546	1
406	2	453	2	500	3	547	1
407	1	454	1	501	1	548	3
408	3	455	3	502	3	549	1
409	3	456	1	503	1	550	3
410	3	457	5	504	3	551	3
411	1	458	1	505	1	552	1
412	1	459	3	506	3	553	3
413	5	460	5	507	1	554	1
414	2	461	2	508	2	555	1
415	10	462	1	509	3	556	1
416	1	463	3	510	2	557	1
417	3	464	1	511	1	558	2
418	5	465	3	512	3	559	1
419	5	466	2	513	2	560	3
420	2	467	1	514	5	561	1
421	3	468	3	515	3	562	1
422	1	469	1	516	1	563	3
423	4	470	3	517	3	564	1
424	1	471	1	518	3	565	3
425	2	472	1	519	1	566	1
426	1	473	2	520	3	567	2
427	2	474	1	521	1	568	1
428	1	475	3	522	3	569	3
429	2	476	3	523	1	570	1
430	1	477	1	524	3	571	2
431	5	478	3	525	1	572	3
432	3	479	1	526	3	573	1
433	1	480	3	527	2	574	3
434	1	481	1	528	1	575	1
435	3	482	1	529	3	576	3
436	2	483	1	530	1	577	1
437	1	484	1	531	2	578	3
438	3	485	3	532	1	579	1
439	3	486	1	533	3	580	2

440	1	487	2	534	1	581	1
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Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier
582	3	627	3	672	2	717	1
583	1	628	1	673	1	718	1
584	1	629	3	674	1	719	1
585	2	630	1	675	3	720	3
586	3	631	3	676	1	721	1
587	1	632	1	677	1	722	1
588	2	633	1	678	1	723	1
589	1	634	2	679	3	724	2
590	3	635	1	680	2	725	1
591	1	636	5	681	1	726	3
592	3	637	3	682	1	727	1
593	1	638	3	683	2	728	1
594	3	639	3	684	10	729	3
595	1	640	1	685	2	730	1
596	2	641	2	686	1	731	2
597	3	642	1	687	2	732	1
598	1	643	1	688	5	733	1
599	4	644	2	689	3	734	3
600	1	645	1	690	2	735	2
601	2	646	3	691	1	736	1
602	3	647	1	692	1	737	1
603	10	648	3	693	1	738	2
604	2	649	1	694	1	739	3
605	3	650	3	695	1	740	3
606	3	651	1	696	2	741	1
607	1	652	3	697	1	742	2
608	3	653	1	698	1	743	1
609	1	654	3	699	5	744	3
610	2	655	1	700	3	745	3
611	1	656	1	701	2	746	1
612	3	657	1	702	3	747	1
613	1	658	1	703	2	748	3
614	3	659	2	704	3	749	2
615	1	660	2	705	5	750	3
616	1	661	2	706	1	751	1
617	3	662	3	707	3	752	2
618	1	663	2	708	1	753	3
619	3	664	1	709	1	754	5
620	1	665	3	710	1	755	2
621	5	666	1	711	1	756	2
622	4	667	3	712	1	757	3
623	1	668	2	713	1	758	4
624	3	669	1	714	2	759	1
625	3	670	3	715	1	760	2
626	1	671	1	716	3	761	3

Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier
762	1	809	3	856	2	903	1
763	3	810	2	857	3	904	3
764	2	811	3	858	1	905	1
765	1	812	1	859	3	906	2
766	2	813	1	860	2	907	1
767	1	814	2	861	1	908	1
768	1	815	1	862	4	909	1
769	4	816	3	863	3	910	1
770	3	817	2	864	2	911	1
771	2	818	1	865	2	912	1
772	4	819	2	866	5	913	3
773	1	820	1	867	3	914	1
774	3	821	3	868	2	915	5
775	2	822	2	869	1	916	3
776	2	823	1	870	3	917	2
777	2	824	3	871	2	918	3
778	1	825	2	872	3	919	2
779	3	826	3	873	1	920	3
780	2	827	1	874	1	921	5
781	2	828	1	875	3	922	1
782	4	829	3	876	3	923	1
783	1	830	4	877	1	924	2
784	2	831	1	878	2	925	1
785	1	832	1	879	1	926	1
786	1	833	3	880	3	927	1
787	3	834	1	881	3	928	1
788	1	835	1	882	2	929	1
789	1	836	2	883	1	930	2
790	4	837	1	884	1	931	3
791	3	838	4	885	2	932	5
792	1	839	2	886	3	933	2
793	1	840	2	887	1	934	1
794	3	841	3	888	1	935	2
795	2	842	1	889	2	936	10
796	3	843	2	890	1	937	2
797	1	844	2	891	3	938	1
798	2	845	2	892	1	939	1
799	3	846	3	893	1	940	2
800	1	847	1	894	3	941	3
801	2	848	4	895	1	942	1
802	1	849	2	896	2	943	1
803	2	850	3	897	1	944	1
804	3	851	4	898	1	945	3
805	1	852	1	899	1	946	1
806	2	853	1	900	3	947	1
807	1	854	2	901	1	948	2
808	1	855	1	902	1	949	1

Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier
950	3	997	1	1,044	3	1,091	3
951	1	998	4	1,045	1	1,092	1
952	2	999	5	1,046	3	1,093	2
953	3	1,000	1	1,047	1	1,094	3
954	1	1,001	3	1,048	3	1,095	1
955	3	1,002	1	1,049	2	1,096	3
956	1	1,003	3	1,050	1	1,097	1
957	2	1,004	1	1,051	3	1,098	3
958	3	1,005	1	1,052	1	1,099	1
959	2	1,006	3	1,053	2	1,100	3
960	2	1,007	1	1,054	1	1,101	1
961	2	1,008	3	1,055	3	1,102	3
962	1	1,009	1	1,056	1	1,103	3
963	1	1,010	2	1,057	3	1,104	1
964	1	1,011	1	1,058	1	1,105	3
965	1	1,012	3	1,059	1	1,106	5
966	3	1,013	1	1,060	3	1,107	2
967	1	1,014	3	1,061	1	1,108	3
968	3	1,015	3	1,062	2	1,109	1
969	1	1,016	2	1,063	1	1,110	2
970	3	1,017	10	1,064	1	1,111	3
971	1	1,018	3	1,065	1	1,112	2
972	3	1,019	2	1,066	1	1,113	1
973	1	1,020	1	1,067	3	1,114	3
974	3	1,021	4	1,068	1	1,115	1
975	1	1,022	1	1,069	3	1,116	3
976	2	1,023	3	1,070	3	1,117	1
977	1	1,024	2	1,071	1	1,118	3
978	1	1,025	1	1,072	3	1,119	1
979	2	1,026	3	1,073	1	1,120	3
980	1	1,027	1	1,074	1	1,121	1
981	3	1,028	3	1,075	1	1,122	1
982	3	1,029	1	1,076	3	1,123	3
983	3	1,030	3	1,077	1	1,124	1
984	5	1,031	1	1,078	2	1,125	3
985	1	1,032	2	1,079	1	1,126	1
986	2	1,033	1	1,080	1	1,127	3
987	1	1,034	3	1,081	3	1,128	2
988	1	1,035	2	1,082	1	1,129	1
989	3	1,036	1	1,083	1	1,130	1
990	1	1,037	1	1,084	1	1,131	1
991	3	1,038	3	1,085	3	1,132	1
992	1	1,039	1	1,086	1	1,133	2
993	3	1,040	2	1,087	3	1,134	1
994	1	1,041	1	1,088	1	1,135	3
995	3	1,042	3	1,089	2	1,136	1
996	3	1,043	1	1,090	1	1,137	1

Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier
1,138	1	1,188	3	1,238	1	1,288	1
1,139	1	1,189	5	1,239	2	1,289	10
1,140	3	1,190	1	1,240	1	1,290	1
1,141	1	1,191	2	1,241	2	1,291	3
1,142	3	1,192	1	1,242	1	1,292	1
1,143	1	1,193	2	1,243	2	1,293	2
1,144	3	1,194	1	1,244	4	1,294	1
1,145	3	1,195	2	1,245	1	1,295	5
1,146	1	1,196	1	1,246	2	1,296	1
1,147	2	1,197	4	1,247	1	1,297	3
1,148	1	1,198	1	1,248	2	1,298	1
1,149	1	1,199	3	1,249	3	1,299	1
1,150	3	1,200	2	1,250	1	1,300	2
1,151	1	1,201	5	1,251	3	1,301	3
1,152	3	1,202	5	1,252	3	1,302	1
1,153	1	1,203	3	1,253	1	1,303	2
1,154	2	1,204	1	1,254	5	1,304	1
1,155	3	1,205	10	1,255	2	1,305	1
1,156	1	1,206	2	1,256	3	1,306	3
1,157	3	1,207	5	1,257	3	1,307	1
1,158	1	1,208	1	1,258	2	1,308	3
1,159	2	1,209	1	1,259	3	1,309	1
1,160	5	1,210	3	1,260	2	1,310	3
1,161	3	1,211	3	1,261	1	1,311	3
1,162	1	1,212	3	1,262	1	1,312	1
1,163	5	1,213	1	1,263	3	1,313	1
1,164	1	1,214	2	1,264	1	1,314	3
1,165	3	1,215	5	1,265	1	1,315	3
1,166	1	1,216	2	1,266	4	1,316	1
1,167	2	1,217	5	1,267	1	1,317	1
1,168	1	1,218	3	1,268	1	1,318	3
1,169	3	1,219	5	1,269	3	1,319	1
1,170	1	1,220	4	1,270	1	1,320	1
1,171	2	1,221	5	1,271	5	1,321	3
1,172	3	1,222	2	1,272	1	1,322	1
1,173	1	1,223	1	1,273	3	1,323	3
1,174	3	1,224	3	1,274	3	1,324	1
1,175	1	1,225	1	1,275	1	1,325	1
1,176	1	1,226	5	1,276	1	1,326	3
1,177	2	1,227	1	1,277	4	1,327	1
1,178	1	1,228	2	1,278	1	1,328	3
1,179	3	1,229	3	1,279	3	1,329	1
1,180	1	1,230	1	1,280	4	1,330	1
1,181	3	1,231	1	1,281	3	1,331	3
1,182	3	1,232	2	1,282	1	1,332	1
1,183	1	1,233	5	1,283	1	1,333	1
1,184	2	1,234	2	1,284	3	1,334	3
1,185	3	1,235	1	1,285	1	1,335	1

1,186	1	1,236	3	1,286	1	1,336	3
1,187	1	1,237	2	1,287	2	1,337	1

Addition of Winning Numbers	Multiplier	Addition of Winning Numbers	Multiplier
1,338	3	1,388	3
1,339	1	1,389	1
1,340	1	1,390	2
1,341	3	1,391	1
1,342	1	1,392	1
1,343	2	1,393	3
1,344	1	1,394	1
1,345	3	1,395	1
1,346	5	1,396	10
1,347	1	1,397	1
1,348	3	1,398	1
1,349	1	1,399	2
1,350	2	1,400	5
1,351	1	1,401	1
1,352	10	1,402	2
1,353	3	1,403	3
1,354	1	1,404	1
1,355	5	1,405	2
1,356	1	1,406	1
1,357	1	1,407	1
1,358	3	1,408	1
1,359	1	1,409	1
1,360	1	1,410	4
1,361	3		
1,362	1		
1,363	5		
1,364	3		
1,365	1		
1,366	1		
1,367	3		
1,368	1		
1,369	1		
1,370	3		
1,371	1		
1,372	2		
1,373	1		
1,374	10		
1,375	1		
1,376	1		
1,377	3		
1,378	1		
1,379	1		
1,380	4		
1,381	1		
1,382	3		

1,383	1
1,384	5
1,385	1
1,386	2
1,387	1

Keno Bonus Jackpot

The following Schedule of Prizes applies to each Game for Keno Bonus Jackpot Prizes when played in conjunction with games of Keno \$1 Game. Prizes are based on a Subscription of \$1.00 and are expressed as multiples of \$1.00:

Number of Spots Matched	Number of Spots Selected			
	7	8	9	10
7	7,000			
8		38,000		
9			180,000	
10				2,900,000

Heads or Tails?

The following Schedule of Prizes applies only to each Game for Heads or Tails?. Prizes are based on a Subscription of \$1.00 and are expressed as multiples of \$1.00:

Selections	Result	Heads or Tails? Prize
Heads	Heads	2
Tails	Tails	2
Evens	Evens	4

Margin Bet

The following Schedule of Prizes applies only to each Game for Margin Bets. Prizes are based on a Subscription of \$1.00 and are expressed as multiples of \$1.00:

Selections	Game outcome (Number of Winning Numbers for Heads/Tails)	Margin Bet Result	Margin Bet Prize
Heads	19 or more Heads 1 or less Tails	18 or more	525,000
Heads	18 or more Heads 2 or less Tails	16 or more	30,100
Heads	17 or more Heads 3 or less Tails	14 or more	2,950
Heads	16 or more Heads 4 or less Tails	12 or more	420
Heads	15 or more Heads 5 or less Tails	10 or more	85
Heads	14 or more Heads 6 or less Tails	8 or more	23
Heads	13 or more Heads 7 or less Tails	6 or more	8.20
Heads	12 or more Heads 8 or less Tails	4 or more	3.70
Heads	11 or more Heads 9 or less Tails	2 or more	2.00
Tails	11 or more Tails 9 or less Heads	2 or more	2.00
Tails	12 or more Tails 8 or less Heads	4 or more	3.70
Tails	13 or more Tails 7 or less Heads	6 or more	8.20
Tails	14 or more Tails 6 or less Heads	8 or more	23
Tails	15 or more Tails	10 or more	85

	5 or less Heads		
Tails	16 or more Tails 4 or less Heads	12 or more	420
Tails	17 or more Tails 3 or less Heads	14 or more	2,950
Tails	18 or more Tails 2 or less Heads	16 or more	30,100
Tails	19 or more Tails 1 or less Heads	18 or more	525,000