



1. RULES AND REGULATIONS

The Big Spin Instant Ticket (the "Ticket") is governed by these Game Conditions as well as the Rules and Regulations Respecting Lotteries and Gaming of the British Columbia Lottery Corporation ("BCLC") and the Instant Ticket Game Conditions, which include limitations of liability and are available at bclc.com, or upon request to BCLC (collectively, the "Rules").

These Game Conditions shall apply to the Instant Win game, and where players are participating in the Big Spin Event from the Instant Win game available on PlayNow.com, references to the Ticket shall mean the Instant Win game. The Instant Win game is subject to additional Conditions available on PlayNow.com.

2. THE BIG SPIN PRIZE

The Big Spin Prize (the "Big Spin Prize") consists of a prize amount selected by the winner at the Big Spin Event held at the BCLC Offices in Vancouver or Kamloops (the "Big Spin Event"). Prizes and odds of winning the Big Spin prizes are set out in Rule 9, below.

3. ELIGIBILITY TO PARTICIPATE IN THE BIG SPIN EVENT

In addition to complying with the Rules, in order to participate in the Big Spin Event and be eligible to receive all or part of a Prize (as herein defined in Rule 9) (personally or as a member of a group as applicable), a player must:

- (a) be the holder lawfully entitled to possession of a winning Ticket that qualifies such holder to participate in the Big Spin Event pursuant to the play instructions for such Ticket;
- (b) prior to participating in the Big Spin Event, have participated in good faith in any investigation conducted by BCLC, and satisfied BCLC that they are the holder lawfully entitled to possession of the Ticket and are entitled, and will remain entitled, to any Prize; and
- (c) have initiated the prize claim prior to the expiry date for prize claims for the Ticket.

4. ANIMATED WHEEL AT RETAIL LOCATION

In the event of any discrepancy or dispute between (i) the prize displayed on the animated wheel at a retail location for the Ticket and (ii) the prize, if any, recorded on BCLC's Central System for the control/validation number for that Ticket, the information on BCLC's Central System for the control/validation number for that Ticket will prevail and will be the final authority in determining the prize the player is entitled to claim.



5. BIG SPIN EVENT PARTICIPATION

A player may participate in the Big Spin Event in one of three (3) ways, as outlined in Rules 5(a)-(c) below.

(a) SPIN PARTICIPATION METHOD

When participating using this method:

1. the player has up to three (3) chances to complete a single valid Spin. A valid Spin consists of at least three (3) full three-hundred and sixty degree (360°) rotations of The Big Spin Wheel (the "Wheel") in a downward direction, as determined by BCLC (a "Spin"). Once the player completes their first valid Spin, they will not receive any other chances to Spin the Wheel. Any Spin that is not a valid Spin is deemed to be void and shall not result in any entitlement to a Prize;
2. the Prize to which the player is entitled shall be determined by the final resting place of the Wheel at the end of the first valid Spin. The Wheel is deemed to have reached the final resting place when it comes to a complete stop and BCLC declares the Spin complete. The Prize will be determined by the final resting place of the yellow plastic tab and the triggering of the winning sound. If for any reason the Wheel moves after BCLC has declared the Spin complete, the position of the Wheel at the time BCLC declared the Spin to be complete shall be deemed as the final resting place of the Wheel. Any attempt to tamper with the Wheel will result in disqualification; and
3. in the event a player does not complete a valid Spin after three (3) attempts, the electronic (RNG) Draw method shall be used to determine a player's entitlement to a Prize.

(b) ELECTRONIC RNG DRAW PARTICIPATION METHOD

If a player is unable or prefers not to participate in the Big Spin Event using the Spin method, they may elect to have their Big Spin Prize determined by an electronic draw with the certified RNG, or a player may be required to proceed with the electronic draw with the certified RNG pursuant to Rule 5(a)3, or a Group may elect to proceed with an electronic draw with the certified RNG in accordance with Rule 7.



When participating using this method:

1. BCCLC will conduct one (1) electronic RNG draw from all numbers 1-20 to determine the player's entitlement to a Prize; and
2. the first number drawn from the electronic draw with the certified RNG shall determine a player's entitlement to a Prize in accordance with the table in Rule 8.

(c) DEFAULT WIN PARTICIPATION METHOD

If:

1. a player is unable or unwilling to designate a Proxy in accordance with Rule 6, within the time specified by BCCLC for doing so;
2. a player is unable or unwilling to attend the Big Spin Event at the location and time specified by BCCLC, or prior to the expiration date of a winning Ticket;
3. a Group has elected to participate by means of a Default Win; and/or
4. a Group fails to make an election under Rule 7 within the time specified by BCCLC for doing so;

BCCLC shall award the lowest Prize denomination as outlined in Rule 9 and there shall be no right to any other Prize with respect to the Big Spin Event.

6. PROXY

Subject to approval by BCCLC, if a player or Group Designate is unable to participate using the Spin method, prefers to elect a Proxy, or if they are unable or unwilling to attend the Spin or electronic (RNG) Draw event at the location and time specified by BCCLC, the player or the Group may make a written election to have a Proxy to act and attend the Big Spin Event on the player's behalf.

A Proxy:



- (a) shall have no entitlement to any Prize resulting from the Big Spin Event and may be required to execute a release indicating the same prior to participation in the Big Spin Event;
- (b) must attend the Big Spin Event at a location and time determined by BCCLC;
- (c) will participate in a Spin or electronic (RNG) Draw in the place of the designator(s), and the result of such Spin shall be final and binding on the designator(s) of the Proxy;
- (d) may not exercise the election to participate through the electronic (RNG) method, and such election may only be made by the designator;
- (e) must be 19 years of age or older; and
- (f) must not be a BCCLC employee of BCCLC.

7. GROUP PLAY

If the holder lawfully entitled to possession of the Ticket that meets the requirement contained in Rule 3 is more than one individual (a “Group”), the members of the Group shall either:

- (a) select a single representative to participate in a Spin or electronic (RNG) Draw (a “Designate”), or
- (b) elect to participate through a Default Win.

Each member of the Group is deemed to represent and warrant to BCCLC that there are no additional members of the Group that may make a claim to entitlement to a Prize and all members of the Group must, prior to participating in the Big Spin Event, execute a release confirming the selection of a Designate and/or their election and that the result of such Designate’s Spin or electronic (RNG) Draw or the Default Win shall be final and binding on all members of the Group. The Big Spin Instant Win game is not permitted to be played, nor can the prizes be redeemed, by a Group.

8. STARTING POSITION FOR THE WHEEL AND ELECTRONIC (RNG) DRAW PRIZES

- (a) The starting position of the Wheel for the Spin will be determined by an electronic random number generator (“RNG”) draw. BCCLC will conduct the electronic RNG draw prior to the Big Spin Event. The draw parameters will be set to draw one (1)



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number at random from among all numbers from 1 to 20 to determine the start position of the Wheel for each Spin. The number drawn will signify the starting sector position of the wheel for the Spin attempt.

- (b) Two additional backup numbers will be generated by RNG draw (the “Backup Numbers”). In the event that a participant does not successfully complete a valid Spin on the first try as set out in Rule 5(a)1, the Backup Numbers will determine the starting position for the Wheel for each subsequent Spin, if such Spin is required. The Backup Numbers will be used in the order they were drawn.
- (c) The Wheel has sector numbers labeled from 1 to 20.

Example: if the first number drawn is 4 then the starting position of the Wheel for the first Spin attempt would be sector 4.

For the purpose of determining the starting position of the Wheel in accordance with Rule 8 and determining entitlement to a Prize using the electronic (RNG) Draw method, the numbers used in the electronic draw and the electronic (RNG) Draw shall correspond to the Wheel Starting Positions/Corresponding Prize Denominations as follows:

Number	Wheel Starting Position/ Corresponding Prize Denomination
1	\$100,000
2	\$150,000
3	\$350,000
4	\$125,000
5	\$225,000
6	\$400,000
7	\$175,000
8	\$200,000
9	\$250,000
10	\$500,000
11	\$100,000
12	\$150,000
13	\$275,000
14	\$125,000
15	\$300,000
16	\$200,000
17	\$225,000
18	\$175,000
19	\$250,000

20	\$500,000
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9. PRIZE STRUCTURE AND ODDS OF WINNING

a) The following prizes are available to be won and the odds of winning each prize are as follows (each a “Prize” and collectively “Prizes”):

Prize Amount	Odds of Winning
\$100,000 (CAD)	1 in 10
\$125,000 (CAD)	1 in 10
\$150,000 (CAD)	1 in 10
\$175,000 (CAD)	1 in 10
\$200,000 (CAD)	1 in 10
\$225,000 (CAD)	1 in 10
\$250,000 (CAD)	1 in 10
\$275,000 (CAD)	1 in 20
\$300,000 (CAD)	1 in 20
\$350,000 (CAD)	1 in 20
\$400,000 (CAD)	1 in 20
\$500,000 (CAD)	1 in 10

b) For the avoidance of doubt, the odds of winning in these conditions refer only to the odds of winning each Prize in a Spin or electronic (“RNG”) Draw of the Big Spin Event, and do not refer to the odds of winning any prize on any Ticket.

10. MISCELLANEOUS

a) If for any reason BCLC determines that an electronic RNG draw or the Wheel has malfunctioned or is likely to malfunction due to a technical failure, ambiguous Spin result, or otherwise, BCLC may postpone the completion of an electronic draw or Spin until such time as it determines that the electronic draw mechanism and Wheel have been restored to proper functioning order.

b) Any election by a player or Group as referenced in these Rules shall be in writing in a form prescribed by BCLC.

c) Prior to participating in the Final Event by the Spin or electronic (RNG) Draw method the participant must execute a waiver and release in favour of BCLC in writing in a form prescribed by BCLC.

d) The Big Spin Event participant is responsible for all costs associated with claiming the Big Spin Prize, including but not limited to any travel or accommodation costs.



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- e) BCCLC may amend these Rules at any time and in any manner.
- f) The headings in these Rules are for convenience of reference only and do not affect the interpretation of these Rules.
- g) All draws will adhere to the draw procedures established for the draw by BCCLC.
- h) The terms "Proxy", "player", "Group", and "Designate" are interchangeable as context requires.