

Terms and Conditions
TWILIGHT CHALLENGE
SKYROOM Slots Tournament

- 1) The 'Twilight Challenge' SKYROOM Slots Tournament will be held every Thursday from 19th February until 30th April 2015.
- 2) The following are ineligible to enter the Tournament:
 - a) SKYCITY employees, of any capacity.
 - b) Spouses and/or de facto partners of SKYCITY employees.
 - c) Persons under the age of 18 years.
 - d) Any person who at the time of the promotion is excluded under the relevant provisions of the Northern Territory Gaming or Liquor Legislation.
 - e) Any person who is not a current SKYROOM Gold, Silver, Bronze or Visitor member.
- 3) The tournament is exclusive to members of SKYCITY Darwin's Action Loyalty Program, who hold SKYROOM status.
- 4) In order to take part in the draw, a SKYROOM Member must earn 50 Points on an electronic gaming machine using their Action card.
- 5) The 50 points required to print a kiosk ticket can be earned between 6am Wednesday and 5:55pm Thursday; the day before and the day of that tournament.
- 6) The SKYROOM member must then print off one ticket from a kiosk and place it in the Twilight Challenge entry barrel, located in SKYROOM. This must be done before the barrel is closed at 6pm to conduct the seat draws.
- 7) It is the SKYROOM member's responsibility to print their own ticket and place it in the correct entry barrel.
- 8) Only one entry ticket is permitted per member for each week's tournament. In the event of a kiosk error, only one ticket per member will be allowed to remain in the barrel.
- 9) At 6pm every Thursday during the promotional period, tickets will be drawn from the barrel one at a time, for each seat in each heat, until all 50 places are filled.
- 10) The name of each ticket holder will be announced in order as drawn and their name written on the tournament board, filling seats in sequence. No deviation of this order is permitted.
- 11) In the event that a player does not make it to their designated heat on time, thus forfeiting their seat, another name will be pulled from the barrel prior to the heat beginning, to determine who will fill the vacant seat.
- 12) Five heats will be held every Thursday of the promotional period at (approximately) half hourly intervals from 6.30pm. There will be five (5) heats, with a maximum of 10 players in each heat; a total of 50 players. The minimum number of entrants for each heat is five (5) players.

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	H 1	H 2	H 3	H 4	H 5	F
Heat time	6.30pm	7pm	7.30pm	8pm	8.30pm	9pm
Number of seats	10	10	10	10	10	
Heat finalists	2	2	2	2	2	10

- 13) One final will be held every Thursday of the promotional period at 9pm.
- 14) The winner and first runner up from each heat will go in to the final.
- 15) A member, whose ticket has been pulled out of the barrel to receive a seat in one of the five heats, must report to the SKYROOM Host by 6:20pm and confirm their attendance for the heat that they have been chosen to play in.
- 16) If a member fails to confirm by 6:20pm their ability to attend for that heat time, the member forfeits their place in the heat.
- 17) A player is not allowed to transfer their place / seat to any other person.
- 18) At 6.20pm the host will fill any forfeited places by pulling additional names from the barrel, in the order in which they were drawn (refer to item 11). These names will then be displayed on the tournament board.

Heats:

- 19) All players who have been drawn out to play in a heat must be seated at their machine no later than five (5) minutes prior to the scheduled heat commencement time.
- 20) If less than five (5) entrants are available for any heat, five (5) minutes prior to the scheduled commencement time, then the heat will be cancelled.
- 21) At the commencement of each heat, all participants must place **\$20** worth of credits in the machine and they will receive an additional **\$20** worth of free play for use in that heat.
- 22) Whilst playing, there should be no more than five (5) seconds between spins. This includes take win/gamble situations.
- 23) Each heat will run for **five** (5) minutes. If a spin or feature is still in progress at the end of the five minutes (e.g. free spins, feature games or jackpots) the credits won from that game(s) will be included in the final score. Players will be advised to select GAMBLE or TAKE WIN to determine their final score, prior to making one final wager.
- 24) At the end of the five minutes, if there are machines still completing free spins or feature games **under no circumstances are the results to be announced before the final scores are determined**. The five second rule still applies for any remaining free spins / games.

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25) Following the five minute period and once all games are finalised, each player remaining in the heat shall make one final wager in turn, starting from the player with the least amount of credits and progressing to the player with the highest amount of credits. If in the event of free spins, feature games or jackpots being awarded on this final spin, the total credits won from these will contribute to the final total. Players will be advised to select GAMBLE or TAKE WIN to determine their final score. If a player is found to have press any button again after "All Stop" has been announced at the end of the heat, it will be at the host's discretion to place that spin as part of the players final spin count.

26) The two players with the highest number of credits at the end of each heat shall qualify for the final.

27) Should a Grand Jackpot be spun by a player during a heat or the final, the machine will lock. That player will take no further part and will be deemed the winner. All other players will continue to play to determine further placing. Further jackpots awarded to any of the remaining players will result in those players being awarded the next placing in order of each Jackpot win.

Final:

28) The tournament final will be held at 9pm on the same day as the heats.

29) Finals will consist of the winner and runner up i.e. the 1st and 2nd place getters from each heat.

30) In the event of a heat winner or runner up not being unable to attend a final, the player who came 3rd in that heat will be invited to take their place. If the 3rd placed player is unable to attend, the 4th placed player of the heat will be invited. This will continue until the vacant seat has been filled.

31) All players in the final must be seated at their machine no later than five (5) minutes prior to the scheduled commencement time of 9pm.

32) At the commencement of the final all participants must place **\$50** worth of credits in the machine and will receive an additional **\$50** worth of free play for use in the final.

33) Whilst playing, there should be no more than five (5) seconds between spins. This includes take win/gamble situations.

34) The tournament final will consist of a maximum of ten people and will run for **ten** minutes. If a spin is in progress at the end of the ten minutes (e.g. free spins, feature games or jackpots), the credits won from that game(s) will be included in the final score. Players will be advised to select GAMBLE or TAKE WIN to determine their score, prior to making one final wager.

35) Following this, each player remaining in the tournament final shall make one final wager in turn starting from the player with the least amount of credits and progressing to the player with the highest amount of credits. If in the event of free spins, feature games or jackpots being awarded on the final spin, the total credits

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won from the free spins, feature games or jackpots will contribute to the final total. Players will be advised to select GAMBLE or TAKE WIN to determine their final score.

36) The player with the highest number of credits at the end of the tournament final shall be declared the tournament champion. Unless a Grand Jackpot is won. Please refer to rule 27 for the Grand Jackpot rule.

37) Where two or more players have credits of equal value at the end of the final, the tie will be resolved by those players making one further wager on the machine. The winner will be the player with the highest credits after this final wager.

Entry and Play Conditions:

38) The management of SKYCITY Darwin reserves the right to refuse a member entry and or participation in to the tournament.

39) A player who does not take their allotted seat at the specified time shall forfeit their right to remain in the tournament.

40) A player's failure to abide by the terms and conditions may result in the disqualification of that player.

41) A player is not allowed to accept verbal coaching during a heat or final by another participant or non-participant.

42) Non participants are not permitted to proffer verbal coaching during a heat or final to any participant of the tournament. Doing so could result in the person being ineligible to attend future tournaments as either a non participant or a tournament player.

43) In the event of any disputes the decision of the Tournament Director is final, subject, upon request, to a review by the NT Gaming Regulator.

44) The Tournament may be cancelled at the discretion of SKYCITY Casino management.

45) If an entrant is unable to participate in the tournament final, they are not permitted to nominate a replacement.

46) SKYCITY Darwin shall not be liable for any loss or damage whatsoever which is suffered (including but not limited to indirect or consequential loss) or for personal injury which is suffered or sustained, as a result of taking any of the prizes, except for any liability which cannot be excluded by law.

47) SKYCITY reserves the right to use publicity photos, in any reasonable manner they see fit, unless that person advises SKYCITY at the time of entering the tournament that they wish to retain their anonymity. Entrants also acknowledge that their photo may be used for a promotional display at SKYCITY or on the SKYCITY website.

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- 48) Play in the SKYROOM Slots Tournament shall be conducted in accordance with the Approved Rules for Electronic Gaming Machines, except where those rules are inconsistent with these Rules of Play, in which case these shall prevail.
- 49) The minimum wager on any spin is one credit; the maximum wage on any spin is the maximum available on the machine. Wins may be 'gambled' in accordance with the instructions on the gaming machine.
- 50) Each participant must play the gaming machine continuously. Playing continuously means that a game must be played within five seconds of the previous game being completed. This includes take win/gamble situations. A player's failure to abide by this rule may result in the disqualification of that player.
- 51) In the event of a machine malfunction during the tournament, play shall be suspended until the malfunction has been rectified.
- 52) If a machine malfunction cannot be rectified within a reasonable amount of time, the Tournament Director may determine that participant(s) will no longer be able to take part in that heat.
- 53) In this situation compensation will not be paid to the participant(s), other than the return of the amount of credit that the participant put in to the machine, i.e. \$20 as per item (21) or \$50 as per item (32). This will be put on to the members account as free play.
- 54) All participants are entitled to collect credits remaining on the gaming machine at the end of each heat and the final.
- 55) Participants in the tournament heats or final are not allowed to talk to other tournament players or non-participants in English or any other language during the heat or final. Nor will the use of mobile phones or electronic devices be allowed during the tournament.

Prizes:

56) Prizes:

Prizes for Heats	
Place	Prize
1st Place	\$100 Free Play
2nd Place	\$50 Free Play
3rd Place	\$25 Free Play

Prizes for Finals	
Place	Prize
1st Place	\$2,000 Cash
2nd Place	\$500 Cash
3rd Place	\$250 Cash

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57) Prizes are non-transferable and there are no prize alternatives offered.

58) Permit Number NTL14/26.