

**LICENCE UNDER SECTION 6 OF  
THE NATIONAL LOTTERY ETC. ACT 1993**

**NATIONAL LOTTERY THUNDERBALL  
February 2024**

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## 1. PURPOSES AND OUTCOMES

### Purposes

1.1 The purposes of this Licence are:

- (a) to authorise and require the Licensee to promote the Game; and
- (b) that certain outcomes regarding the Game are secured.

### Outcomes

1.2 The outcomes referred to in Condition 1.1(b) are that the Game be promoted, and that the Game should operate, as part of the National Lottery:

- (a) with all due propriety;
- (b) in a way which protects the interests of Participants; and
- (c) subject to (a) and (b), so as to maximise the amount being paid out of the net proceeds of the National Lottery to Good Causes,

and the Licensee must interpret and perform its obligations under this Licence in the manner best calculated to achieve those outcomes.

### Absolute obligations under this Licence

1.3 Where a Condition of this Licence provides that the Licensee must do (or refrain from doing) a thing or must ensure an outcome, the Licensee is in breach of that Condition if it fails to do (or refrain from doing) that thing or fails to ensure that outcome.

### Other obligations as to outcomes under this Licence

1.4 Where a Condition of this Licence provides that the Licensee must do everything it can to ensure a specified outcome is achieved, the Licensee is in breach of that Condition if that outcome is not achieved unless the Licensee can satisfy the Commission that it has taken all reasonable steps and exercised all due diligence to achieve that specific outcome and, in doing so, to secure the outcomes set out in Condition 1.2.

1.5 In order to demonstrate that it has taken all reasonable steps and exercised all due diligence in accordance with Condition 1.4, it shall not necessarily be sufficient for the Licensee to have done those specific things which this Licence states it must do.

Cost of compliance with this Licence

- 1.6 The Licensee shall not under any circumstances be entitled to reimbursement from the Commission of its costs of compliance with the Conditions of this Licence or any directions from the Commission.

Non-Frustration

- 1.7 The Licensee must not do, and must do everything it can to ensure that no other person does, any thing which has the effect of avoiding, frustrating or circumventing any Condition of this Licence.

## 2. GRANT OF THE LICENCE

### Grant

2.1 The Commission grants this Licence to promote the Game.

2.2 This Licence is granted under section 6 of the Act.

### Promotion of the Game

2.3 The Licensee must:

- (a) for as long as it is promoting the Game, do so in accordance with this Licence;
- (b) ensure the Game complies with Schedule 3 (the "**Game Specification**"); and
- (c) comply, and ensure the Game complies, with the Game Specific Requirements set out in Schedule 4.

2.4 If the Licensee considers that the promotion of the Game will damage any Matter to be Protected it must promptly:

- (a) suspend its promotion of, or cease to promote, the Game;
- (b) not itself sell, and do everything it can to prevent any other person selling, Tickets in the Game; and
- (c) notify the Commission of such suspension or cessation.

2.5 Without prejudice to Condition 2.4, the Licensee may, at any time and for any reason, suspend its promotion of, or cease to promote, the Game.

2.6 If the Licensee suspends or ceases to promote the Game, it shall:

- (a) ensure that doing so and the manner in which that is done does not damage any Matter to be Protected; and
- (b) do everything it can to ensure that no Participant is disadvantaged as a result of purchasing a Ticket in the Game after the promotion of the Game has ceased or been suspended.

2.7 If the Licensee suspends or ceases to promote the Game in accordance with Condition 2.6, it must notify the Commission no less than 10 Business Days prior to such suspension or cessation being implemented, and must provide details of:

- (a) the reason for the suspension or cessation of the Game; and
- (b) the date (if any) on which the Licensee expects to resume the promotion

of the Game.

- 2.8 The Licensee must keep the Commission informed of any changes to its plans to resume the promotion of the Game, as notified to the Commission in accordance with Condition 2.7.
- 2.9 If the Licensee does not promote the Game for a period of 12 consecutive months or more, this Licence will automatically terminate unless the Commission otherwise notifies the Licensee.

### 3. RELATIONSHIP WITH THE SECTION 5 LICENCE

#### Licence specific to the licensee under the Section 5 Licence

- 3.1 This Licence is granted to the Licensee as the holder of the Section 5 Licence.
- 3.2 It is a Condition of this Licence that the Licensee complies with the Section 5 Licence.
- 3.3 This Licence contains, in Schedule 4, specific requirements which relate to the promotion of the Game and to the inclusion and operation of the Game as part of the National Lottery ("**Game Specific Requirements**").
- 3.4 All revenue received, and costs incurred, by the Licensee in its capacity as the holder of this Licence shall be dealt with in accordance with Condition 15 and Schedule 5 of the Section 5 Licence.
- 3.5 The provisions of this Licence are in addition to the requirements of the Section 5 Licence, and neither the provisions of this Licence, nor its termination, suspension or expiry, in any way qualify the requirements of the Section 5 Licence.
- 3.6 Save to the extent specifically varied in this Licence, terms defined in the Section 5 Licence shall have the same meanings in this Licence.
- 3.7 If the Section 5 Licence is suspended in accordance with the Act, the Licensee must not promote, or permit Tickets to be sold in, the Game without the prior consent of the Commission.

#### 4. **TERM OF THE LICENCE**

##### Start and End

- 4.1 This Licence starts on 1 February 2024. Subject to the remainder of this Condition 4, it will end on the date upon which the Licensee ceases to hold the Section 5 Licence.
- 4.2 This Licence can only be terminated early in accordance with the Act or Condition 2.9.



## 5. COMPLIANCE OBLIGATIONS

### Legal Requirements

- 5.1 The Licensee must ensure that the Game complies with all laws, regulations and licences applicable to the National Lottery and the Game.
- 5.2 For the avoidance of doubt where, as part of the promotion of the Game by the Licensee, any activity is undertaken in any location outside the UK, the laws and regulations referred to in Condition 5.1 include those applicable to that location but the Licensee must also comply with the relevant UK laws and regulations in respect of that activity.

### Best Practice

- 5.3 In relation to the Game, in addition to complying with law and regulation, the Licensee must comply with Best Practice, being the standard to be expected of an experienced and professional person doing a particular thing and seeking to secure the outcomes in Condition 1.2.
- 5.4 This means (among other things) that where the Commission or any other UK government or UK public authority or any recognised industry body:
- (a) issues a code of practice or guidelines containing requirements which must be followed with regard to the undertaking of an activity which is relevant to the Game, the Licensee and any Licensee Subsidiary must comply with those requirements if it undertakes that activity;
  - (b) issues a code of practice or guidelines containing recommendations with regard to the undertaking of an activity which is relevant to the Game, the Licensee and any Licensee Subsidiary must have regard to those recommendations if it undertakes that activity; and
  - (c) publishes generally accepted standards for the undertaking of an activity in relation to the Game or performance of any asset which is relevant to the Game (**Recognised Standards**), the Licensee and any Licensee Subsidiary must, in relation to the Game, do everything it can to achieve those Recognised Standards and to obtain any certifications or approvals necessary in order to demonstrate that the Recognised Standards have been achieved.

## 6. FITNESS AND PROPRIETY OF THE LICENSEE

### Overriding Duty

6.1 The Licensee must do everything it can to ensure that, at all times during the term of this Licence:

- (a) the Licensee is a fit and proper person to promote the Game;
- (b) each person who manages the business, or any part of the business, of promoting the Game is a fit and proper person to do so; and
- (c) each person for whose benefit the business of promoting the Game is a fit and proper person to benefit from it,

(together the **Fit and Proper Game Requirements**).

### Game Specific Requirements

6.2 In order to comply with this Condition, the Licensee must comply with:

- (a) Conditions 5-7 of the Section 5 Licence; and
- (b) any Game Specific Requirements which relate to the Fit and Proper Game Requirements.

### Game Specific Fit and Proper Checks

6.3 If, at any time during the Term, the Commission notifies the Licensee that it is necessary to confirm that a person (or category of persons) meets the Fit and Proper Game Requirements, the Licensee must comply with the requirements of Condition 6 of the Section 5 Licence as if that person were a Lottery Beneficiary.

## 7. PROTECTING PARTICIPANTS' INTERESTS

### Overriding Duty

- 7.1 The Licensee must do everything it can to ensure that the interests of every Participant in respect of playing, engaging with or being exposed to, the National Lottery and the Game are protected.
- 7.2 Some of the interests of Participants referred to in Condition 7.1 include prevention of play by persons under the Legal Age Limit, that excessive play is not encouraged, provision of adequate information about the Game, provision of an adequate complaints and redress system, payment of Prizes and provision of protection and support for Prize winners. The remainder of this Condition describes some of the ways in which the Licensee must protect those interests.

### Game Specific Requirements

- 7.3 In order to comply with this Condition, the Licensee must comply with:
- (a) Condition 8 of the Section 5 Licence including by ensuring that the Participant Protection Strategy takes account of the Game and that promotion of the Game is in accordance with the Participant Protection Strategy; and
  - (b) any Game Specific Requirements which relate to the protection of the interests of Participants.

### Preventing underage play

- 7.4 The Licensee must do everything it can to prevent people who are under the Legal Age Limit from participating in the Game. The Licensee must ensure that sufficient controls are in place to prevent underage play.

### Not encouraging excessive play

- 7.5 The Licensee must not encourage anyone to play the Game excessively and must give effect to its obligations under the Section 5 Licence to:
- (a) provide Participants with information about responsible gambling and a broad suite of self-control and self-exclusion tools, including multi-operator national self-exclusion schemes, that are easily accessible, usable and reasonably adaptable;
  - (b) put in place policies, processes and procedures for self-exclusion and do everything it can:
    - (i) to refuse, and to ensure that Retailers refuse, to sell Tickets; or
    - (ii) to otherwise prevent an individual who has entered a self-

exclusion agreement from participating;

- (c) do everything it can to identify, offer and provide support to Participants who engage, or are likely to engage, in excessive play; and
- (d) have policies, processes and procedures to prevent excessive play, in each case in relation to the Game and to Tickets, participation and play in the Game.

The measures, arrangements, policies, processes and procedures to be implemented by the Licensee in accordance with this Condition 7.5 may address the promotion of the Game specifically and/or may apply to the promotion of some or all of the constituent lotteries or games within the Licensee's portfolio.

#### Period for claiming Prizes

- 7.6 Unless the Game Specific Requirements provide for a shorter period, the Licensee must not promote the Game unless Participants can claim Prizes won in the Game within a period of 180 days.

#### Price of Tickets

- 7.7 Unless the Game Specific Requirements provide otherwise, the Licensee must ensure that no Tickets in the Game are given away for free or sold for less than the full price applicable in accordance with the rules of the Game (including by way of the exchange of a Ticket Entitlement which has been given away for free, or for less than the applicable full price of a Ticket) unless:
- (a) the Licensee or another person has paid full price for the Ticket; or
  - (b) for the purposes of calculating the Gross Value of Ticket Sales and Licensee Revenue under the Section 5 Licence, a payment equivalent to the full price of the Ticket shall be deemed to have been made in accordance with the Section 5 Licence.

#### Information about the Game and the availability of Prizes

- 7.8 The Licensee must do everything it can to ensure that full, accurate and up to date information relating to the Game is made easily available, in a variety of formats, to any Participant.
- 7.9 The Licensee must do everything it can to ensure that information about the current availability of significant Prizes in the Game is made easily available to Participants.

## 8. PROMOTING THE GAME IN AN APPROPRIATE WAY

### Overriding Duty

- 8.1 The Licensee must do everything it can to ensure that the Game (including the way in which it is promoted, sold and made available) does not, when considered individually or as part of the overall portfolio of games being promoted as part of the National Lottery, damage any of the Matters to be Protected, being:
- (a) the interests of Participants in the National Lottery referred to in Condition 7 of this Licence (*Protecting Participants' Interests*);
  - (b) that the Game is, and is perceived as being, honestly and fairly promoted and that Prizes are accurately awarded and paid in accordance with the rules of the Game;
  - (c) the National Lottery Brand;
  - (d) the reputation of the National Lottery; and
  - (e) the ability of the Licensee to otherwise comply with this Licence.

### Game Specific Requirements

- 8.2 In order to comply with this Condition, the Licensee must comply with:
- (a) Condition 10 of the Section 5 Licence with respect to the Game; and
  - (b) any Game Specific Requirements which relate to the distribution, promotion, sale or availability of the Game.

## 9. RISK OF HARM

9.1 The Licensee will be in breach of this Condition if:

- (a) at the date of the Game Application, any Application Information was not factually accurate; or
- (b) the Application Information was not prepared in accordance with Best Practice for the purposes of the Game Application.

9.2 The Licensee must establish and operate, in accordance with Best Practice, arrangements to proactively monitor:

- (a) its compliance with this Licence; and
- (b) any Risk of Harm.

9.3 Without prejudice to the other Conditions of this Licence, if the Licensee becomes aware (as a result of information provided by the Commission or otherwise) of any Risk of Harm, the Licensee must promptly (and in any event, no later than 2 Business Days from the date on which it becomes aware of that risk):

- (a) unless the Commission has made the Licensee aware of the Risk of Harm, notify the Commission; and
- (b) stop promoting the Game (including by doing everything it can to prevent the further sale by Retailers of Tickets in the Game) unless Condition 9.4 applies or otherwise unless and until Condition 9.5 applies.

9.4 This Condition 9.4 applies if:

- (a) the Licensee:
  - (i) identifies Remedial Action which can be implemented within 7 Business Days from the date on which the Risk of Harm is identified; and
  - (ii) within that period, implements that Remedial Action such that the relevant Risk of Harm does not continue and will not reoccur; or
- (b) the Risk of Harm is not material and the Licensee:
  - (i) identifies Remedial Action which can be implemented within 30 Business Days from the date on which the Risk of Harm is identified; and
  - (ii) within that period, implements that Remedial Action such that the relevant Risk of Harm does not continue and will not reoccur; or
- (c) the Commission otherwise agrees.

- 9.5 Condition 9.4 will cease to apply if the Licensee satisfies the Commission that it has taken steps to prevent the Risk of Harm continuing or reoccurring.
- 9.6 If the Licensee identifies and intends to implement any Remedial Action, it will promptly notify the Commission, providing an explanation of the manner in which that Remedial Action will ensure that the relevant Risk of Harm does not continue or reoccur.
- 9.7 If the Licensee implements any Remedial Action, it will proactively monitor and ensure the effectiveness of that Remedial Action.
- 9.8 The Licensee must comply with any Game Specific Requirements which relate to any Risk of Harm.

## 10. THE NATIONAL LOTTERY BRAND

### Overriding Duty

10.1 The Licensee must do everything it can to safeguard and promote the reputation of the National Lottery and the value, integrity and strength of the National Lottery Brand, both throughout the Term and as at the end of the Term.

### Game Specific Requirements

10.2 In order to comply with this Condition, the Licensee must comply with:

- (a) Condition 13 of the Section 5 Licence; and
- (b) any Game Specific Requirements which relate to the National Lottery Brand.

### Commissions' Regulatory Handbook

10.3 In fulfilling its obligations under Condition 10.1, the Licensee must have regard to any provisions of the Commission's Regulatory Handbook (as updated from time to time), which specify certain subject matters, images or themes which the Commission considers may damage the reputation of the National Lottery and/or the value, integrity and strength of the National Lottery Brand, if such subject matters, images or themes are used as part of the promotion of the Game or in association with the National Lottery Brand.



## 11. GAME RESERVES AND PROMOTIONAL PRIZES

- 11.1 The Licensee must ensure that any amounts standing to the credit of any Game Reserve Fund are held, used and applied in accordance with the Funds Protection Policies.
- 11.2 Subject to Condition 16 of the Section 5 Licence, the Licensee may utilise the amounts standing to the credit of any Game Reserve Fund to:
- (a) offer Promotional Prizes from time to time, in accordance with the Section 5 Licence and Condition 11.3 and 11.4 below; and
  - (b) otherwise increase the value of Prizes or offer Special Event Prizes in the circumstances described in Schedule 3.
- 11.3 The Licensee must comply with the Promotional Prize Methodology set out in the Game Specification when offering Promotional Prizes in the Game.
- 11.4 The Licensee must notify the Commission of its intention to use funds from any Game Reserve Fund before offering a Promotional Prize or a Special Event Prize.
- 11.5 The Licensee must set out within Schedule 3 what will happen to any remaining Game Reserve Fund in the event of:
- (a) closure of the Game;
  - (b) the expiry of the Section 5 Licence; or
  - (c) the National Lottery Trustee serving an Enforcement Notice on the Licensee.

## 12. FINANCIAL AND OPERATIONAL RESILIENCE

### Overriding duty

12.1 Subject to Condition 2.5, the Licensee must do everything it can to ensure that it has sufficient financial and operational resources to promote the Game in accordance with this Licence throughout the term of this Licence and to fulfil its obligations with respect to that Game.

### Game Specific Requirements

12.2 In order to comply with this Condition, the Licensee must comply with:

- (a) Condition 16 and Condition 18 of the Section 5 Licence; and
- (b) any Game Specific Requirements which relate to the operational and financial resources the Licensee must maintain in connection with its promotion of the Game.

### Non-Cash Prizes

12.3 This Condition will apply where, in accordance with the Game Specification, a Prize in the Game is a Non-Cash Prize. The Licensee must ensure that each Non-Cash Prize has a Cash Equivalent which, if:

- (a) a Prize Winner elects (within the specified period for Prizes to be claimed) to receive the Cash Equivalent rather than the Non-Cash Prize; or
- (b) the National Lottery Trustee serves an Enforcement Notice on the Licensee, will be paid to the relevant Prize Winner in cash.

### 13. CONTRACTORS

#### Overriding duty

- 13.1 The Licensee must do everything it can to ensure that no Lottery Subcontract, or action taken by the Licensee, a Licensee Subsidiary or a Lottery Subcontractor in connection with a Lottery Subcontract, gives rise to any risk or damage to:
- (a) any Matter to be Protected in relation to any Game; or
  - (b) the promotion of the Game during the term of this Licence.

#### Game Specific Requirements

- 13.2 In order to comply with this Condition, the Licensee must comply with:
- (a) Condition 21 of the Section 5 Licence; and
  - (b) any Game Specific Requirements which relate to any Lottery Subcontracts as they relate to the Game or the promotion of the Game as part of the National Lottery.

## 14. PROVIDING INFORMATION AND ASSURANCE TO THE COMMISSION

### Overriding Duty

14.1 The Licensee must do everything it can to:

- (a) assure the Commission, in accordance with any requirements of the Commission, that it is promoting the Game in the manner best calculated to achieve the outcomes set out in Condition 1.2; and
- (b) assure its board of Directors that its strategies, policies, processes and procedures and its business plans and forecasts are adequate to ensure that it complies, and demonstrate that it will comply, with the Conditions of this Licence throughout the Term in the manner best calculated to achieve the outcomes set out in Condition 1.2.

### Game Specific Requirements

14.2 In order to comply with this Condition, the Licensee must comply with:

- (a) Condition 23 of the Section 5 Licence; and
- (b) any Game Specific Requirements which relate to the assurance to be given by the Licensee to the Commission in respect of any Game or the promotion of any Game as part of the National Lottery.

## 15. REGULATORY OVERSIGHT AND PERFORMANCE MANAGEMENT

### Oversight of the Game

15.1 The Licensee must comply with:

- (a) Condition 24 of the Section 5 Licence; and
- (b) any Game Specific Requirements as they relate to regulatory oversight of the Game.

### Commission's Regulatory Handbook

15.2 The Licensee shall have regard to the Commission's Regulatory Handbook, as updated from time to time by the Commission following a period of at least 20 Business Days of consultation with the Licensee. The Commission's Regulatory Handbook may include certain standards or targets for performance which the Commission will consider when monitoring the Licensee's compliance with this Licence.

**16. MISCELLANEOUS PROVISIONS**Incorporation from Section 5 Licence

- 16.1 The provisions of Conditions 31, 32.1-32.3, and 32.5-32.7 of the Section 5 Licence shall be incorporated into this Licence.

## SCHEDULE 1

### Glossary of words and phrases used in this Licence

Capitalised terms used in this Licence and not defined in this Schedule 1 are defined in the Section 5 Licence.

<b>Application Information</b>	all information, supporting evidence and confirmations provided to the Commission with, or in connection with, the Game Application
<b>Associated Game</b>	two or more constituent lotteries or games are “Associated Games” where: <ul style="list-style-type: none"> <li>(a) one constituent lottery or game is of the same description as the other constituent lottery or game (apart from any variation with respect to the time when any Draw in the constituent lottery or game can take place); or</li> <li>(b) in the opinion of the Commission, one constituent lottery or game is of the same description as the other constituent lottery or game except for a minor variation in the timing, Prize structure, price or some other aspect of the constituent lottery or game.</li> </ul>
<b>Cash Equivalent</b>	<ul style="list-style-type: none"> <li>(a) the amount due to any Non-Cash Prize Winner as a cash alternative for the relevant Non-Cash Prize in accordance with the rules of the relevant Game; or</li> <li>(b) following the service of an Enforcement Notice, an amount (including VAT) equal to the amount that would have been paid or reimbursed by the Licensee by way of a Non-Cash Prize Supplier Payment for the purpose of providing a Non-Cash Prize to a Non-Cash Prize Winner</li> </ul>
<b>Enforcement Notice</b>	an enforcement notice served by the National Lottery Trustee on the Licensee in accordance with the terms of the Trust Deed
<b>Game</b>	the constituent lottery or game which the Licensee is authorised to promote pursuant to this Licence, as further described in Schedule 3
<b>Game Application</b>	the application for this Licence (including any application for variation of this Licence) submitted by the Licensee to the Commission in accordance with section 6 of the Act
<b>Game Reserve Fund</b>	a reserve fund which relates to a particular Game or Games (whether alone or together with other games) and is held in the Trust Primary Reserve Account in accordance with the Funds Protection Policies. Game Reserve Funds are defined as Inbuilt Reserves within the Funds Protection Policies

<b>Remedial Action</b>	in respect of any Risk of Harm, any action (whether taken by the Licensee, a Licensee Subsidiary or a Lottery Subcontractor) which will ensure that the relevant Risk of Harm does not continue or reoccur
<b>Risk of Harm</b>	at any time, any risk that the Game or its promotion might damage any Matter to be Protected to the extent that such risks or such damage were not readily apparent from, and clearly demonstrated in, the Application Information (taking account of any risk mitigation actions described in the Applicant Information)
<b>Section 5 Licence</b>	the licence granted to the Licensee on 1 February 2024 to run the National Lottery, pursuant to section 5 of the Act
<b>Special Event Prize</b>	Prizes which are available in the ordinary course of operating the Game and are funded from the prize payout percentage allocation to the Game Reserve Fund, as described in the Game Specification and Funds Protection Policies



## SCHEDULE 2

### Interpretation

1. In this Licence:
  - 1.1 reference to a Condition or Schedule is, unless stated otherwise, a reference to a Condition of or Schedule to this Licence;
  - 1.2 the Schedules form part of this Licence and a reference to “**this Licence**” includes its Schedules;
  - 1.3 the headings in this Licence do not affect its interpretation;
  - 1.4 a reference to a statute or statutory provision includes a reference to any subordinate legislation and is a reference to:
    - (a) that statute, statutory provision or subordinate legislation as modified, consolidated, superseded, re-enacted or replaced (whether with or without modification) from time to time after the date of this Licence; and
    - (b) any statute, statutory provision or subordinate legislation which it consolidates, supersedes, re-enacts or replaces (whether with or without modification);
  - 1.5 a reference to a “**person**” includes any individual, company, corporation, firm, partnership, joint venture, association, state, state agency, institution or trust (whether or not having a separate legal personality);
  - 1.6 a reference to one gender is a reference to all or any genders and the singular includes the plural (and vice versa);
  - 1.7 a reference to a particular time of day is, unless stated otherwise, a reference to that time in London, England;
  - 1.8 a reference to “**including**”, “**includes**” or “**in particular**” or any similar expression does not limit the scope of the meaning of the words preceding those terms;
  - 1.9 a requirement for the Licensee to do any thing “**promptly**”, means that it must do that thing as quickly as is necessary to avoid any adverse consequences for any of the Matters to be Protected or the Commission and, in any event, as soon as reasonably practicable;
  - 1.10 where the consent or approval of the Commission is required to be obtained by the Licensee under this Licence, such consent or approval must be obtained in writing (including by email);
  - 1.11 where this Licence refers to the “**promotion**” of a Game, that shall include making arrangements for, or making available, the Game and the preparation

and distribution of terms and conditions, rules or other marketing or explanatory material relating to the Game

**SCHEDULE 3****Game Specification – Thunderball****1. Game name and description**

Thunderball is a Draw-based Game where the player selects five numbers from 1-39 (Main Numbers) and one number from 1-14 (Thunderball Number), or alternatively buys a Lucky Dip for randomly selected numbers.

The player can play up to 6 lines of numbers on each play slip in retail and may buy up to 10 play slips with 7 lines each online at one time.

**2. Type of lottery**

Thunderball constitutes a simple lottery under Section 14(2) of the Gambling Act 2005.

**3. Entry**

The player will enter Lotto by purchasing a Ticket through the Licensee Platform or from a Retailer, including by way of a subscription. Each entry will be recorded on the Licensee's central computer system.

**4. Allocation of Prizes**

The outcome of Thunderball is determined by a Draw (using two different certified draw machines), which consists of the random selection of five Main Numbers from the range 1-39 plus one Thunderball Number from the range 1-14. Prizes are allocated on the basis of whether the numbers picked by the player match those drawn in the Draw.

**5. Draw frequency**

Draws for Thunderball will take place every Tuesday, Wednesday, Friday and Saturday or such other days as the Commission may agree.

**6. Price**

The price of each entry shall be £1 (one pound sterling) unless otherwise agreed by the Commission.

**7. Types of Prizes**

Players win fixed cash Prizes in all categories. The Thunderball top Prize, which is £500,000, is won by matching all five Main Numbers and the Thunderball Number.

**8. Prize structure and odds of winning**

The Thunderball standard Prize structure is:

Cat. No.	Description	Approximate Odds of Winning	Prize Share Amount* (Winnings)
1	Match 5 + Thunderball	1:8,060,598	£500,000
2	Match 5	1:620,046	£5,000
3	Match 4 + Thunderball	1:47,416	£250
4	Match 4	1:3,648	£100
5	Match 3 + Thunderball	1:1,437	£20
6	Match 3	1:111	£10
7	Match 2 + Thunderball	1:135	£10
8	Match 1 + Thunderball	1:35	£5
9	Match Thunderball	1:29	£3
	Any Prize	1:13	

\*The Prize share amounts are subject to Prize capping as detailed in condition 13 of Schedule 3.

**9. Prize payout percentage**

An average of 52% of Thunderball sales will be eligible to be paid out as Thunderball Prizes. Since Thunderball is a game with fixed Prizes, the exact Prize Payout Percentage can vary from Draw to Draw.

**10. Promotional Prize methodology**

Not applicable.

**11. Special Event Prizes**

Not applicable.

**12. Prize rollover thresholds**

As all Thunderball Prizes are fixed Prizes, there are no rollovers in any Prize category.

**13. Prize capping**

Capping takes place if the total of all Prizes payable for a Thunderball Draw exceeds four times the sales in that Thunderball Draw. In that case the funds available for all Prizes across all Prize categories will be four times the sales in that Thunderball Draw.

A Prize category will be capped if its total number of Prizes exceeds the "Calculated Number" for that Prize category.

The "Calculated Number" is derived as follows: The total value of entries in that Thunderball Draw is divided by the odds of winning in a Thunderball Draw for each Prize category. The result of this division is then divided by 0.132205\*.

\*0.132205 corresponds to the Thunderball Prize Payout Percentage (52.882%) being divided by the Prize cap value of 400%.

**If only one Prize category must be capped:**

The value of Prizes in uncapped Prize categories will be set aside and the remainder of the funds will be divided equally between the winning entries in the capped Prize category.

**If two or more Prize categories must be capped:**

After the value of Prizes in uncapped Prize categories has been set aside, the remainder of the funds will be divided between the capped Prize categories in proportion to the total value of Prizes that would have been won in each of those Prize categories if capping had not occurred. The resulting amount in each capped Prize category will then be divided equally between the winning entries in that capped Prize category.

All capped Prizes are rounded down to the nearest £1.

Winning entries in Prize categories that are not capped receive the fixed Prize as set out in the table in paragraph 8.

**14. Game Reserve Fund**

Not applicable.

**SCHEDULE 4****Game Specific Requirements****1. Maximum number of Draws**

The Licensee must ensure that:

- (a) no more than two Draws in the Game may take place in any period of two hours or less; and
- (b) no more than one Draw in any Associated Games may take place in any period of one hour or less.

**2. Period for claiming Prizes**

For the purposes of Condition 7.6, the 180 day period referred to in that Condition begins on the day after the Draw.