



eBINGO GAME CONDITIONS AND PRIZE STRUCTURE STATEMENT

1. RULES

eBingo is governed by the General Rules Respecting Lottery Schemes of the British Columbia Lottery Corporation ("**BCLC**") which include other rules and limitations of liability, and the terms of the PlayNow Player Agreement which include limitations of liability, and are both available at bclc.com/rules.

2. DEFINITIONS

"Bingo number" means an alpha numeric set of characters from the range of numbers B1 to 815, 116 to 130, N31 to N45, G46 to G60 and 061 to 075 inclusive.

A **"predetermined pattern"** is the particular configuration of spaces within an eBingo card which is selected by BCLC in its sole and absolute discretion prior to the start of each eBingo game. For greater clarity, some eBingo games always use the same predetermined pattern(s).

3. PURCHASE

eBingo is only available through PlayNow. Each ticket detail shows information specific to the eBingo game being played. BCLC in its sole and absolute discretion may limit the number of cards available for purchase and may limit availability of any eBingo game.

4. MULTI-PLAYER AND SINGLE PLAYER GAMES

There are two ways to play eBingo, multi-player and single player. Multi-player is when an individual player plays the same game with other players. Single player is an individual play game.

5. TYPES OF CARDS

There are two types of eBingo cards: (i) a 1-up card containing one face and (ii) a 3-up card which contains three faces. A face consists of twenty-four (24) different bingo numbers and a free space. BCLC may specify that some games are offered with 1-up cards, and some with 3-up cards.

&. ISSUANCE AND CANCELLATION OF A CARD

To participate, a player must pay the required amount, as set by BCLC, for an eBingo card. Each card is only valid for the eBingo game for which it was purchased.



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If a multi-player game is chosen, and the minimum amount of players required is not met, the player will be refunded his/her purchase. The minimum number of players required to play a game is at the sole discretion of BCLC.

Players cannot cancel purchased eBingo cards.

7. DRAW

For each eBingo game BCLC will generate a sequence of seventy-five (75) bingo numbers which will be generated in an unbiased and unpredictable manner. The bingo numbers shall then be revealed one at a time in the order generated (each a "**ball call**") in accordance with the play instructions for that eBingo game. Each bingo number will only apply to the specific eBingo game for which it was generated as described above.

Each bingo number will be automatically matched to each bingo card for that eBingo game which contains that number.

BCLC will determine the dates and times at which each multi-player eBingo game is available. Each single player game may be played on demand if available.

8. RESULTS

For multi-player games, a winner(s) is automatically declared during an eBingo game the first time the bingo numbers generated and revealed match the bingo numbers on a purchased eBingo card in such a manner as to form the predetermined pattern.

For single player games, a winner is automatically declared during an eBingo game when the bingo numbers generated and revealed match the bingo numbers on an eBingo card in such a manner as to form the predetermined pattern within the specified number of ball calls.

If play is interrupted or terminated after the start of play but before completion of play, for any reason, or if the card that appears on screen bears details that differ from the details which are recorded in BCLC's computer system under the Ticket ID Number identifying that player's card, then that player's card shall not be void but shall conclusively be deemed to bear the details and result which are recorded in BCLC's computer system.

9. PRIZES

The prizes available to be won vary. BCLC in its sole and absolute discretion determines the prize structure, including the prize categories for each eBingo game.

In multi-player games, should a "bingo" occur for more than one card on the same ball call, the prize will be divided equally amongst the winning cards provided the holders have satisfied the applicable play conditions to entitle the holders to such prize.

October 2026

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Each eBingo game offers various opportunities to win a prize. Each card is only eligible to win one prize for each predetermined pattern.

BCLC reserves the right to substitute a non-cash prize with one of equal or greater value, or a cash alternative.

10. PRIZE CLAIM

Prizes must be accepted as awarded. Prizes must be claimed in the manner set forth in the PlayNow Player Agreement.

11. GAME MALFUNCTION

If, for any reason(s), the BCLC gaming system malfunctions either in whole or in part prior to the start of an eBingo game, players will not participate in that game and all cards issued for that game (each an **"Affected Card"**) become void. In such event, BCLC shall credit each player's Account with an amount of cash, which corresponds to the amount paid by that player for the Affected Card(s). For purchases made with Tokens, BCLC shall credit each player's Account with an amount of Tokens, which corresponds to the amount paid for the Affected Card(s).

12. EXPIRATION

Prizes must be claimed in the manner stated in the PlayNow Player Agreement.