



Victoria Government Gazette

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Gambling Regulation Act 2003

Section 6A.2A.1

APPROVAL OF KENO GAME – KENO GO CLASSIC

I, Hon. Melissa Horne MP, Minister for Consumer Affairs, Gaming and Liquor Regulation, under section 6A.2A.1 of the **Gambling Regulation Act 2003** (the Act), approve KenoGO Classic as a keno game authorised to be conducted by the keno licensee, Lottoland Australia Pty Ltd, subject to the Act and any conditions to which the licence is subject.

The details of the approved game are as specified:

1. Name of the game: KenoGO Classic
2. Summary of the key aspects of the game:
 - i. Description

KenoGO Classic is a game where players aim to correctly match their selected numbers with a set of 20 numbers drawn from a total of 80 by a random number generator.

Players can select 1 to 10 numbers per entry known as a spot type (for example, 1 selected number is a 1 Spot entry).

All prize categories are fixed odds prizes and the prize categories and values must be specified in the Keno Rules.
 - ii. Draw Frequency

Draws are conducted between every 150 seconds to 210 seconds, seven days a week. There may be a daily break in play of up to 60 minutes.

Entries into the next scheduled draw can only be purchased by a player up to ‘cut-off time’, which is up to 5 seconds before the start of that draw. Once entry into the next scheduled draw has closed, players may immediately purchase an entry in the draw after the next scheduled draw.
 - iii. Method of Determining Winning Entry

A winning entry is one which satisfies the minimum required number of correct matches for each spot type from the 20 numbers drawn by the random number generator.

Except for 1 and 2 Spot entries, for which wins are based on matching the selected number(s) only, each spot type has several ways for an entry to be determined a winner, as follows:

KenoGO Classic Paytable										
Numbers Played										
	10	9	8	7	6	5	4	3	2	1
10	Tier One Top Prize									
9	Winning Entry	Tier One Top Prize								
8	Winning Entry	Winning Entry	Top Prize							
7	Winning Entry	Winning Entry	Winning Entry	Top Prize						
6	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Top Prize					
5	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Top Prize				
4	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Top Prize			
3				Winning Entry	Winning Entry	Winning Entry	Winning Entry	Top Prize		
2					Winning Entry	Winning Entry	Winning Entry	Winning Entry	Top Prize	
1									Winning Entry	Top Prize

The prize categories are designed to produce an average return to player that meets the legislative requirements. Extra Promotional Prizes may be offered from time to time.

iv. Distribution Approach / Points of Sale

Tickets in KenoGO Classic are approved for sale via the Interactive Distribution Methods specified in the licence.

This approval takes effect on the date that the instrument is published in the Government Gazette.

Dated 30 June 2022

HON. MELISSA HORNE MP
Minister for Consumer Affairs, Gaming and Liquor Regulation

Gambling Regulation Act 2003

Section 6A.2A.1

APPROVAL OF KENO GAME – KENO GO JACKPOT

I, Hon. Melissa Horne MP, Minister for Consumer Affairs, Gaming and Liquor Regulation, under section 6A.2A.1 of the **Gambling Regulation Act 2003** (the Act), approve KenoGO Jackpot as a keno game authorised to be conducted by the keno licensee, Lottoland Australia Pty Ltd, subject to the Act and any conditions to which the licence is subject.

The details of the approved game are as specified:

1. Name of the game: KenoGO Jackpot

2. Summary of the key aspects of the game:

i. Description

KenoGO Jackpot is a game where players aim to correctly match their selected numbers with a set of 20 numbers drawn from a total of 80. The numbers are drawn from the KenoGO Classic game by its random number generator.

Players can select 1 to 10 numbers per entry known as a spot type (for example, 1 selected number is a 1 Spot entry).

This game varies from KenoGO Classic by having a higher entry price per game, offering players the ability to win larger prizes for entries where the player correctly matches all the numbers drawn for their spot type.

There are three Top Prize levels – Regular Prize, Minor Jackpot and Major Jackpot. A Regular Prize is the same as a prize for an equivalent entry in the KenoGO Classic game.

The Top Prize level is determined at the conclusion of the game, with the total of all drawn numbers summed and matched to a corresponding Top Prize level (Regular Prize, Minor Jackpot or Major Jackpot).

The prize categories and prize levels must be specified in the Keno Rules. All prize categories are fixed odds prizes. Jackpot prizes are fixed value prizes.

The value of the Top Prize for a Minor Jackpot for a winning 10 Spot entry correctly matching all numbers selected is \$10 million.

The value of a Major Jackpot prize may vary in accordance with the Keno Rules. The value of the Top Prize for a Major Jackpot for a winning 10 Spot entry correctly matching all numbers selected is a minimum prize of \$20 million and a maximum prize of \$40 million.

ii. Draw Frequency

Draws are conducted between every 150 seconds to 210 seconds, seven days a week. There may be a daily break in play of up to 60 minutes.

Entries into the next scheduled draw can only be purchased by a player up to ‘cut-off time’, which is up to 5 seconds before the start of that draw. Once entry into the next scheduled draw has closed, players may immediately purchase an entry in the draw after the next scheduled draw.

iii. Method of Determining Winning Entry

A winning entry is one which satisfies the minimum required number of correct matches for each spot type from the 20 numbers drawn by the KenoGO Classic random number generator.

With the exception of 1 and 2 Spot entries, for which wins are based on matching the selected number(s) only, each spot type has several ways for an entry to be determined a winner, as follows:

KenoGO Jackpot Paytable										
Numbers Played										
	10	9	8	7	6	5	4	3	2	1
10	Tier One Top Prize (Major / Minor / Regular)									
9	Winning Entry	Tier One Top Prize (Major / Minor / Regular)								
8	Winning Entry	Winning Entry	Tier One Top Prize (Major / Minor / Regular)							
7	Winning Entry	Winning Entry	Winning Entry	Tier One Top Prize (Major / Minor / Regular)						
6	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Tier One Top Prize (Major / Minor / Regular)					
5	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Tier One Top Prize (Major / Minor / Regular)			

Match

KenoGO Jackpot Paytable

		Numbers Played									
		10	9	8	7	6	5	4	3	2	1
Match	4	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Tier One Top Prize (Major/ Minor / Regular)	Tier One Top Prize (Major/ Minor / Regular)	Tier One Top Prize (Major/ Minor / Regular)	Tier One Top Prize (Major/ Minor / Regular)
	3		Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Winning Entry	Tier One Top Prize (Major/ Minor / Regular)	Tier One Top Prize (Major/ Minor / Regular)	Tier One Top Prize (Major/ Minor / Regular)
	2							Winning Entry	Winning Entry	Tier One Top Prize (Major/ Minor / Regular)	Tier One Top Prize (Major/ Minor / Regular)
	1										Tier One Top Prize (Major/ Minor / Regular)

The prize categories are designed to produce an average return to player that meets the legislative requirements. Extra Promotional Prizes may be offered from time to time.

iv. Distribution Approach / Points of Sale

Tickets in KenoGO Jackpot are approved for sale via the Interactive Distribution Methods specified in the licence.

This approval takes effect on the date that the instrument is published in the Government Gazette.

Dated 30 June 2022

HON. MELISSA HORNE MP
Minister for Consumer Affairs, Gaming and Liquor Regulation

Gambling Regulation Act 2003

Section 6A.2A.1

APPROVAL OF KENO GAME – KENOGO BONUS

I, Hon. Melissa Horne MP, Minister for Consumer Affairs, Gaming and Liquor Regulation, under section 6A.2A.1 of the **Gambling Regulation Act 2003** (the Act), approve KenoGO Bonus as a keno game authorised to be conducted by the keno licensee, Lottoland Australia Pty Ltd, subject to the Act and any conditions to which the licence is subject.

The details of the approved game are as specified:

1. Name of the game: KenoGO Bonus
2. Summary of the key aspects of the game:
 - i. Description

KenoGO Bonus offers players purchasing a KenoGO Classic game the opportunity to multiply their KenoGO Classic prize wins (if any) for an additional cost. Prize multipliers can be x1 (regular win), x2, x3, x4, x5, and x10.

The entry price per chance for KenoGO Bonus matches the entry price for the underlying KenoGO Classic purchase.

The Bonus multiplier is determined at the conclusion of the game, with the total of all drawn numbers summed and matched to a corresponding KenoGo Bonus multiplier.
 - ii. Draw Frequency

Draws are conducted between every 150 seconds to 210 seconds, seven days a week. There may be a daily break in play of up to 60 minutes.

Entries into the next scheduled draw can only be purchased by a player up to ‘cut-off time’, which is up to 5 seconds before the start of that draw. Once entry into the next scheduled draw has closed, players may immediately purchase an entry in the draw after the next scheduled draw.
 - iii. Method of Determining Winning Entry

A winning entry is one which matches the minimum required number of correct matches for each spot type from the 20 numbers drawn by the KenoGO Classic random number generator.

The multiplier applicable to the game is determined by the summed total of all 20 numbers drawn in the KenoGO Classic game. The resulting summed total will correspond to a multiplier which is applied to all winnings under the KenoGO Classic game. The multipliers corresponding to each summed total must be specified in the Keno Rules.

The multipliers are designed to produce an average return to player that meets the legislative requirements. Extra Promotional Prizes may be offered from time to time.
 - iv. Distribution Approach / Points of Sale

Tickets in KenoGO Bonus are approved for sale via the Interactive Distribution Methods specified in the licence.

This approval takes effect on the date that the instrument is published in the Government Gazette.
Dated 30 June 2022

HON. MELISSA HORNE MP
Minister for Consumer Affairs, Gaming and Liquor Regulation

Gambling Regulation Act 2003

Section 6A.2A.1

APPROVAL OF KENO GAME – KENOGO HEADS OR TAILS

I, Hon. Melissa Horne MP, Minister for Consumer Affairs, Gaming and Liquor Regulation, under section 6A.2A.1 of the **Gambling Regulation Act 2003** (the Act), approve KenoGO Heads or Tails as a keno game authorised to be conducted by the keno licensee, Lottoland Australia Pty Ltd, subject to the Act and any conditions to which the licence is subject.

The details of the approved game are as specified:

1. Name of the game: KenoGO Heads or Tails
2. Summary of the key aspects of the game:
 - i. Description

KenoGO Heads or Tails is a game allowing players to make a prediction on the distribution of the 20 numbers drawn in the KenoGO Classic game.

Utilising the same set of numbers drawn in the KenoGO Classic game, players can predict whether there will be more numbers drawn between 1 and 40 (Heads), 41 and 80 (Tails), or an equal spread of 10 numbers between 1 and 40, and 10 numbers between 41 and 80 (Evens).
 - ii. Draw Frequency

Draws are conducted between every 150 seconds to 210 seconds, seven days a week. There may be a daily break in play of up to 60 minutes.

Entries into the next scheduled draw can only be purchased by a player up to ‘cut-off time’, which is up to 5 seconds before the start of that draw. Once entry into the next scheduled draw has closed, players may immediately purchase an entry in the draw after the next scheduled draw.
 - iii. Method of Determining Winning Entry

A winning entry is one where the player correctly predicts whether the selected draw will result in Heads, Tails or Evens outlined below based on the 20 numbers drawn from the KenoGO Classic random number generator.

Result	Method of Determining Winning Entry
Heads win	11 or more of the 20 drawn numbers are between 1 and 40 (inclusive). (More numbers drawn in the top half of the KenoGO Classic game grid)
Tails win	11 or more of the 20 drawn numbers are between 41 and 80 (inclusive). (More numbers drawn in the bottom half of the KenoGO Classic game grid)
Evens win	10 of the 20 drawn numbers are between 1 and 40 (inclusive), and 10 of the 20 drawn numbers are between 41 and 80 (inclusive) (Equal numbers drawn in the top and bottom halves of the KenoGO Classic game grid)

All prize categories are fixed odds prizes.

The prize categories are designed to produce an average return to player that meets the legislative requirements. Extra Promotional Prizes may be offered from time to time.

- iv. Distribution Approach / Points of Sale

Tickets in KenoGO Heads or Tails are approved for sale via the Interactive Distribution Methods specified in the licence.

This approval takes effect on the date that the instrument is published in the Government Gazette.
Dated 30 June 2022

HON. MELISSA HORNE MP
Minister for Consumer Affairs, Gaming and Liquor Regulation

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