



THE TERRITORY'S BIGGEST GAME

APPROVED RULES

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DOCUMENT CHANGE HISTORY

Version	Date	Status	Summary of Changes
v1.0	Apr 2026	Initial Draft	Initial draft prepared for review and regulatory submission.
v1.1	May 2026	BMM Markup Incorporated	BMM comments incorporated, including terminology alignment and clarification of ticket, validation, cancellation, display, and dispute rules.
v1.2	Jun 2026	Pro-rating and Settlement Update	Pro-rating rules restructured; XTRA display and ticket handling introduced; settlement and voucher wording formalised.
v1.3	Jun 2026	Terminology alignment and legacy cleanup	Settlement framework refined (including voucher definitions); terminology alignment completed (including legacy term cleanup); claim period clarified; jackpot pool reset behaviour aligned to system; obsolete external comparator reference removed.
v1.4	Jul 2026	Current Version	NT Licensing comments incorporated, including terminology and alignment after revision of v1.3.

Detailed change history, including clause-level updates, is provided in the Appendix at the end of this document.

1.0 GENERAL

- 1.1. These Rules govern the playing of NT Keno and are effective on and from 11 June 2026. They supersede the Rules previously approved by the Director.
- 1.2. The objective of the game of Keno is to select numbers from the range of one (1) to eighty (80) and match them with the twenty (20) numbers drawn in each game. Results are determined based on the number of correct matches.
- 1.3. To be eligible for inclusion in a game of Keno, a Keno ticket must be issued to the player, and the ticket details must be recorded and stored on the central computer.
- 1.4. The game will be operated by the approved Central System and will be located at the Central Site.
- 1.5. Any employee of the Central Site shall not enter a game of Keno. An employee of an agent shall not enter a game of Keno during any time when that employee is in any way engaged in the operation of a game of Keno.
- 1.6. No person employed in the conduct of the game of Keno may solicit or accept any tip, gratuity, consideration or other benefit from any player of Keno.

2.0 DEFINITIONS

In the Approved Rules for Keno, unless the contrary intention appears:

- 2.1. **Agency** means a place at which an agent is permitted to accept entries and pay winning prizes in games of Keno.
- 2.2. **Agent** means a venue authorised to accept entries and pay winning prizes in games of Keno.
- 2.3. **Agency deed** means the agreement that defines the terms and conditions to be adhered to by the agent.
- 2.4. **Bet Ways** means an entry type where the player groups selected numbers and the system generates multiple combinations across those groups, each combination treated as an individual wager.
- 2.5. **Casino Operator** means the entity holding the approval to operate NT Keno in the Northern Territory.
- 2.6. **Catch** means the number of player-selected numbers that match the numbers drawn in a game.
- 2.7. **Central Site** means the approved facility where the Central System and approved draw equipment are operated.
- 2.8. **Central System** means the approved computer system that records, processes and stores all NT Keno game and transaction information.
- 2.9. **Chances** means the number of repeated entries generated for a single combination, applicable to EZYPlay and Mystery Bet entry types.
- 2.10. **Director** means the Director of Gaming Control appointed under the **Gaming Control Act 1993** in the Northern Territory.
- 2.11. **Draw** means a single instance of the random selection of twenty (20) numbers from the range of one (1) to eighty (80).
- 2.12. **EZYPlay** means a pre-defined NT Keno entry product offered at retail terminals as a fixed configuration of spots, bet amount and number of games.
- 2.13. **Heads** means a side game outcome where eleven (11) or more of the twenty (20) drawn numbers fall within the range of one (1) to forty (40).
- 2.14. **Tails** means a side game outcome where eleven (11) or more of the twenty (20) drawn numbers fall within the range of forty-one (41) to eighty (80).
- 2.15. **Evens** means a side game outcome where exactly ten (10) of the twenty (20) drawn numbers fall within each half of the number range.
- 2.16. **Jackpot Keno** means the form of Keno entry in which the player is eligible to win a progressive jackpot pool in addition to fixed-odds prizes.
- 2.17. **Keno Display System (KDS)** means the venue display solution used to present Keno draw results and approved messages on in-venue screens.
- 2.18. **Keno Entry Form** means the approved form used by a player to record an entry into a game of Keno.
- 2.19. **Keno Operator** means a person authorised by the Casino Operator to operate a Keno terminal.
- 2.20. **Keno Runner** means a Casino employee who places bets at the Keno terminal on behalf of players.
- 2.21. **Keno Supervisor** means a person authorised by the Casino Operator to supervise the operation of Keno games.

- 2.22. **Keno Terminal** means a device approved for the purposes of recording, validating, and printing Keno entries and tickets.
- 2.23. **Keno Ticket** means the numbered ticket produced or validated by a Keno Terminal recording the particulars of a Keno entry.
- 2.24. **Major Prize** means any prize of \$1,000 or more.
- 2.25. **Mystery Bet** means a form of entry, which may be played in conjunction with a standard or Jackpot Keno game, where the spots, the number of games, and the selected numbers are randomly generated by the Central System.
- 2.26. **NT Keno** means the game of Keno conducted under these Rules in the Northern Territory.
- 2.27. **NT Keno XTRA** means a multiplier add-on feature applied to eligible NT Keno entries, where the system-generated multiplier is applied to the resulting prize amount. The applicable multiplier may be 1x, 2x, 3x, 4x, 5x, or 10x.
- 2.28. **Overs** means a side game outcome aligned to the Heads condition under these Rules.
- 2.29. **Pay Ticket** means the ticket produced upon settlement of a prize claim.
- 2.30. **Play Slip** means the approved Keno Entry Form completed by a player to record an entry into a game of Keno.
- 2.31. **Prize Payout** means the act of paying a player the prize amount associated with a winning Keno Ticket.
- 2.32. **Set Bet** means a pre-defined combination of groupings and ways made available as a fixed entry option at a Keno Terminal.
- 2.33. **Spot** means the count of numbers selected by a player as part of an entry.
- 2.34. **Standard Games** means the form of NT Keno entry that does not include Jackpot Keno features.
- 2.35. **Subscription** means an entry covering one (1) or more consecutive games of NT Keno.
- 2.36. **Unders** means a side game outcome aligned to the Tails condition under these Rules.
- 2.37. **Wager** means the monetary amount entered by a player for participation in a game of NT Keno.
- 2.38. **Way Bet** means an entry type in which selected numbers are grouped and the Central System generates multiple combinations (ways) across those groups, each combination treated as an individual wager. A reference to Way Bet includes all Ways generated under that entry.
- 2.39. **Winning Entry** means a Keno entry that is eligible for a prize under the Schedule of Prizes.
- 2.40. **Winning Numbers** means the twenty (20) numbers selected during a draw.
- 2.41. **Site Cheque Voucher** means a voucher issued and redeemed internally within the issuing venue, used in the settlement of prizes below \$10,000 under Rule 11.3.
- 2.42. **Central Site Voucher** means a voucher issued by the Central Site and redeemable through the Casino Operator's approved settlement channel, used in the settlement of prizes of \$10,000 or more under Rule 11.3.

3.0 APPLICATION

- 3.1. These Rules apply to all NT Keno games conducted by the Casino Operator and to all persons participating in or operating those games.
- 3.2. Participation in a game of NT Keno is deemed to constitute acceptance of these Rules.
- 3.3. These Rules shall be made available for inspection on request at every agency where NT Keno is conducted.
- 3.4. Any reference in these Rules to action by the Casino Operator includes action by a duly authorised person acting on behalf of the Casino Operator.

4.0 SUPERVISION OF THE GAME

- 4.1. The Casino Operator shall ensure that NT Keno is conducted in accordance with these Rules and the conditions of the Casino Operator's approval.
- 4.2. Each draw of NT Keno shall be supervised by a Keno Supervisor or other authorised person nominated by the Casino Operator.
- 4.3. The Casino Operator shall maintain records of all NT Keno transactions and shall make those records available for inspection by the Director on request.
- 4.4. The Casino Operator shall ensure that all Keno Operators, Keno Runners and Keno Supervisors are appropriately trained and authorised before performing duties in relation to NT Keno.

5.0 ENTRY AND ENTRY FORMS

- 5.1. A player may enter a game of NT Keno by completing an approved Keno Entry Form, or by giving instructions verbally to a Keno Operator, or by selecting an EZYPlay or Set Bet option offered at a Keno Terminal.
- 5.2. All entries must be processed through a Keno Terminal and recorded on the Central System before the close of entries for the relevant draw.
- 5.3. An entry is only valid where the Keno Ticket has been issued to the player and the corresponding entry details have been recorded on the Central System prior to the close of entries.
- 5.4. A player who elects to choose their own numbers may do so by verbally instructing the operator or by marking a Keno Entry Form.
- 5.5. A player must specify:
 - (a) the selection of a number or numbers as provided in the Schedule of Prizes;
 - (b) the amount being wagered on each game; and
 - (c) the number of games in which the player wishes to enter the ticket.
- 5.6. A player who elects to place an Overs or Unders Keno bet shall verbally advise the Keno operator of:
 - (a) one selection, that is Overs, Unders or Evens, per entry;
 - (b) the amount being wagered on each game; and
 - (c) the number of games in which the player wishes to play.

For clarity, one selection refers to the bet type chosen for the entry, while the number of games refers to the number of consecutive games to which that same selection applies.

- 5.7. A player who elects to receive an EZYPlay entry shall advise the Keno operator of the nominated number of spots, the amount wagered per game, and the number of games the player wishes to play.
- 5.8. A player who wishes to receive a Mystery Bet shall advise the Keno operator of the amount to be wagered per game. The system will then randomly generate the spots, the games and the selected numbers based on the cost.
- 5.9. A player who elects to purchase NT Keno XTRA shall mark the corresponding field on the Keno Entry Form. Once selected, NT Keno XTRA will double the cost of the associated selected game. The player does not select or influence the multiplier value. The applicable multiplier is determined by the host Keno system following the completion of each draw in accordance with Rule 2.27.
- 5.10. A Keno ticket, marked with the following, shall be issued after the player has completed an entry:
- (a) the numbers selected by the player or the computer;
 - (b) the unit bet;
 - (c) the amount wagered per game;
 - (d) the number of games entered;
 - (e) the total amount wagered;
 - (f) the Keno operator's name and/or identification number, if applicable;
 - (g) the time and date of issue;
 - (h) the Terminal number;
 - (i) the ticket serial number;
 - (j) the number of the first game entered;
 - (k) the number of the last game entered;
 - (l) a Way Bet indication, if applicable;
 - (m) an Overs or Unders bet selection, if applicable;
 - (n) an NT Keno XTRA indication, if applicable; and
 - (o) the entry type played (including, where applicable, Original, Mystery Bet, EZYPlay, Set Bet or any other approved entry type).
- 5.11. A Keno ticket may contain other information and particulars not inconsistent with these Rules. Such information may include, where applicable, validation or scanning elements (including barcodes or QR codes), venue or operator identification, pricing or wager presentation formats (including breakdowns or totals), visual representations or formatting of entries, and any other approved operational or promotional content. In the event of any inconsistency, these Rules and the host Keno system record shall prevail.
- 5.12. If the particulars recorded on a Keno ticket are inconsistent with the particulars on the Keno host computer, the latter shall prevail to the exclusion of the former and shall determine what prize, if any, a player is entitled to claim.

- 5.13.** Instructions printed on a Keno Entry Form are to be read and construed as part of these Rules except that, in the event of any inconsistency, these Rules shall prevail to the exclusion of the former. The Casino Operator administers the approved process subject to these Rules and any Direction of the Director.
- 5.14.** A Keno Entry Form shall be returned to the player on request.
- 5.15.** A claim for a payout on the grounds that a Keno ticket has been incorrectly produced shall not be recognised.
- 5.16.** The Casino Operator or its agents shall not be held liable if a Keno operator is unable to have a Keno Entry Form validated before the close of a particular game. If an entry cannot be validated before the closure of the current game, that entry is not an official entry for that game unless a valid Keno ticket has been issued and recorded on the host Keno system before game closure.
- 5.17.** If a Keno Entry Form cannot be validated prior to the closure of the current game, the Keno operator will use best endeavours to place the entry in the next available game. The purchase would instead apply to the next valid / open game where current game validation did not occur in time.
- 5.18.** All tickets that need to be cancelled or refunded shall be presented on the Keno Day of purchase. Any tickets with pre-booked games that carry forward to the following Keno Day shall not be eligible for cancellation and the remainder of the games shall be played out.
- 5.19.** A player may, on presentation of a Keno ticket issued on the Keno Day that the ticket was purchased, request a ticket payout history as evidence of payment of a prize won on the Keno ticket.
- 5.20.** Tickets are the player's responsibility. NT Keno is not liable if a player loses their NT Keno ticket or if a ticket is damaged. The original printed Keno ticket is required to claim prizes. Where the original ticket is lost or damaged and cannot be presented, winnings cannot be paid unless an approval process expressly permitted by these Rules or by direction of the Director applies.
- 5.21.** A Keno entry marked by a player is a 1 spot ticket where one number is selected, a 2 spot ticket where two numbers are selected, a 3 spot ticket where three numbers are selected, and so on up to the maximum number of spots according to the Schedule of Prizes.

6.0 SUBSCRIPTIONS

- 6.1. Except as provided in Rule 6.2 and 6.3, the minimum subscription for a game shall be \$1, and subscriptions may increment in multiples of \$1 per game up to a maximum of \$9,999 for each entry.
- 6.2. The minimum subscription for a game of Overs or Unders shall be \$1 and subscriptions may increment in multiples of \$1 per game up to a maximum of \$500 per game for each entry.
- 6.3. The payment of a subscription in a casino shall include the tender of cash, cash chips, or promotional vouchers as determined by the Casino Operator.
- 6.4. The payment of a subscription in an agency shall include the tender of cash or promotional vouchers as determined by the Casino Operator. Chips shall not be accepted by agents.
- 6.5. No wager on a particular draw can be placed or withdrawn after the draw has commenced registration on the Keno host system.
- 6.6. No form of credit betting shall be allowed.

7.0 CANCELLATIONS

- 7.1. An entry may only be cancelled on the Keno Day on which the entry was accepted.
- 7.2. An entry may be cancelled at any time prior to the closure of the game.
- 7.3. For the avoidance of doubt, tickets with pre-booked games that carry forward to the following Keno Day are not eligible for cancellation after the Keno Day of purchase and the remaining games shall be played out.

8.0 KENO RUNNERS

- 8.1. A Keno runner may operate from anywhere within a casino or agency at any time during the operation of Keno, providing that there is visual access by the public to a game draw display.
- 8.2. A Keno runner shall return all original entry forms and ticket payout history slips to the player.
- 8.3. Any dispute between a Keno runner and a player shall be brought to the attention of a Keno representative at the central site.
- 8.4. A Keno runner shall not be responsible for the placement of entries in any particular game of Keno. Acceptance of an entry does not constitute an official entry until such times as a Keno ticket has been issued.

9.0 THE DRAW

- 9.1. The draw of the winning numbers shall take place at the central site.
- 9.2. At the close of each game of Keno and before each draw, the players shall be notified that the game is closed.
- 9.3. The Casino Operator shall determine when a game opens and closes. The draw shall take place as soon as is practicable after the close of the game.
- 9.4. Each game of Keno shall be identified during the Keno day on which it was played by a number 0 to 9999 and thereafter by the relevant Keno day and that number.
- 9.5. The twenty winning numbers shall be randomly selected by a Random Number Generator.
- 9.6. The winning numbers of the most recently completed game of Keno shall be displayed at the central site and an agency during the agency's displayed trading hours. The winning numbers shall also be available by a game results enquiry through the Keno terminal.

10.0 WINNING ENTRIES

- 10.1. A winning entry shall be one where:
 - (a) the selection of a number or numbers for a particular game matches a number or numbers selected by the Random Number Generator as winning numbers for that game; and
 - (b) the Catch represents a winning wager or split in accordance with the Schedule of Prizes.
- 10.2. A prize may only be claimed on the presentation of the original Keno ticket.
- 10.3. A prize shall only be payable where the particulars on the Keno ticket correspond with the details recorded and resident on the host Keno system.
- 10.4. Where a Keno ticket has games remaining to be played, the ticket shall be returned to the player and no prize payout shall be made on that ticket until all games on the ticket have been completed. Once all games have been played, the player shall submit the ticket to the Keno operator for settlement of all prizes won on the ticket. A Keno ticket submitted for a fully settled claim, where no games remain active, shall not be returned to the player.

11.0 PRIZES

- 11.1. The maximum liability for all major prizes in any one game of Keno, excluding progressive jackpot prizes, shall be \$200,000, regardless of amounts wagered.
- 11.2. A player may request public personal anonymity at the time a major win is confirmed.
- 11.3. A claim for the payment of a prize may be made at the central site or at any agency. A prize exceeding the prescribed threshold may be settled within three (3) business days and may be paid as follows:
- (a) in cash, subject to applicable venue limits;
 - (b) by issuance of a Central Site Voucher; or
 - (c) as a combination of cash and Central Site Voucher.

For prizes below \$10,000, payment may be made in cash, subject to applicable venue limits, or by Site Cheque Voucher, or as a combination of cash and Site Cheque Voucher.

- 11.4. Where a win requires the issue of a cheque or funds transfer, the details of the payee shall be provided by the player.
- 11.5. Pro-rating of Prizes
- (a) The maximum aggregate payout for all Standard Keno prizes in any one game of NT Keno shall be \$200,000, regardless of amounts wagered. Standard Keno prizes include those to which the XTRA multiplier has been applied. Jackpot Pool / Primary Prize Pool, side games (Overs/Unders), and Bonus prizes are excluded from pro-rating.
 - (b) Where any individual Standard Keno prize equals or exceeds \$200, and the aggregate of all such Standard Keno prizes in a single game exceeds \$200,000, each affected prize shall be pro-rated proportionately.
 - (c) The pro-rated amount for each affected prize is calculated as:
$$R = \text{MAX}(MP \times L \div MPT, \text{floor})$$
 where MP = individual Standard Keno prize amount, L = liability limit = \$200,000, MPT = aggregate of all Standard Keno prizes (each individually $\geq$ \$200) in that game, and floor = \$200.
 - (d) Where a player has purchased the XTRA option, the multiplier is applied to the Standard Keno prize to produce a single total prize — the base and multiplied components are not assessed separately. The post-multiplier total is the prize amount assessed against the \$200 threshold for pro-rating eligibility. Each Way of a Way Bet is assessed independently.
- 11.6. The applicable XTRA multiplier shall be displayed to players following the completion of each draw.
- 11.7. The Keno ticket and any Print Pay Ticket issued for an XTRA entry shall indicate the XTRA selection, the applicable multiplier, and the resulting prize amount.
- 11.8. No prizes shall be paid outside of the hours of Keno operations of the central site or the agency.

12.0 UNCLAIMED PRIZES

- 12.1. Unclaimed Keno prizes shall remain valid for claiming for a period of three hundred and sixty-five (365) calendar days from the date upon which the ticket was purchased.
- 12.2. A winning Keno ticket presented for payment after three hundred and sixty-five (365) calendar days from the date of purchase / issue shall be referred to the Director. The Director may approve the payment on presentation of the original Keno ticket and such other proof of entitlement as may be required.

13.0 JACKPOT KENO

- 13.1. Jackpots shall be operational on approved spot games only.
- 13.2. Each jackpot shall be independent of each other and increase at a rate proportionate to entries to that jackpot.
- 13.3. An amount equivalent to 10% of all amounts wagered by players in a 6, 7, 8, 9 and 10 spot Jackpot Game shall be allocated between the jackpot prize pool and a secondary prize pool.
- 13.4. These amounts shall be distributed between the jackpot prize pool and the secondary prize pool at a proportion determined by the Casino Operator. A minimum of 50% of these amounts shall be allocated to the jackpot prize pool.
- 13.5. After a jackpot has been won for any spot game, the total of the secondary prize pool shall be transferred to the jackpot prize pool.
- 13.6. A jackpot prize shall consist of two components, the standard Keno prize specified as total Catch in the Schedule of Prizes and the jackpot prize pool.
- 13.7. Each jackpot prize shall be displayed on approved venue signage, including Keno Display System (KDS) screens where used, located in a prominent position in relation to the game at the central site. The displayed amount shall be based on the minimum subscription. In the event of any discrepancy between the amount displayed on signage and the amount recorded on the host Keno system, the host Keno system shall prevail as the authoritative record.
- 13.8. The maximum aggregate of the jackpot prize pool shall be the amount that the jackpot has accumulated when won by one or more tickets.
- 13.9. Where there is more than one jackpot winner, the jackpot prize pool shall be shared amongst those jackpot winners in proportion to the amount wagered by each player. The standard Keno prize shall be paid to each winning entrant proportionate to the amount wagered, subject to the maximum liability.
- 13.10. The jackpot shall not be paid until a player's entitlement to that prize has been confirmed.
- 13.11. If a jackpot calculation results in a fraction of a cent, the amount shall be rounded to the nearest cent in accordance with the central gaming system. Any minor difference arising from such rounding shall be valid, and the amount determined by the system shall be final and binding.

14.0 IRREGULARITIES AND DISPUTES

- 14.1. An agent shall promptly report any irregularity, complaint or dispute, not resolved to the satisfaction of the player, to a Keno representative at the central site.
- 14.2. If a Random Number Generator malfunctions during a draw, any numbers selected are not winning numbers for the draw, and the numbers shall be declared null and void, and wagers shall be refunded on presentation of the Keno ticket.
- 14.3. In the event of a host Keno system failure, no further games shall be conducted until the system has been restored.
- 14.4. In the event of a host Keno system failure after the completion of a draw, the numbers drawn shall be the official results of the game.
- 14.5. If any complaint arises, the subject matter of which is a dispute or disagreement over the Keno Rules, NT Keno shall determine the complaint resolution, provided, however, that if the patron does not agree with NT Keno's decision after discussion has been exhausted, the patron will be advised of the right to consult with a Government Inspector.
- 14.6. In the event of any discrepancy between information displayed on venue signage, terminal outputs, printed materials or any other medium and the records held on the host Keno system, the host Keno system record shall be the authoritative and prevailing record for all purposes, including the determination of game results, prize entitlements and jackpot pool amounts.

15.0 SCHEDULE OF PRIZES

The following schedule identifies prizes expressed in dollars for a \$1 standard Keno ticket.

CATCH	1 SPOT	2 SPOT	3 SPOT	4 SPOT
1	3	0	0	0
2		12	1	1
3			44	4
4				118

CATCH	5 SPOT	6 SPOT	7 SPOT	8 SPOT
3	2	1	0	0
4	15	4	2	1
5	620	80	25	5
6		Jackpot Prize Pool + \$1,225	280	85
7			Jackpot Prize Pool + \$5,100	1,310
8				Jackpot Prize Pool + \$15,000

CATCH	9 SPOT	10 SPOT
0	0	1
1	0	0
2	0	0
3	0	0
4	1	0
5	4	2
6	25	10
7	200	75
8	2,200	745
9	Jackpot Prize Pool + \$100,000	8,600
10		Jackpot Prize Pool (commences at \$800,000) + \$200,000

The following schedule identifies prizes expressed in dollars for a \$1 Overs or Unders ticket.

Selection	Prize
Overs	2
Unders	2
Evens	4

APPENDIX A — VERSION 1.0 TO VERSION 1.1

#	Clause / Section	Change
A1	1.1	Rules title aligned to NT Keno; effective date updated.
A2	1.3	Pronoun clarified to “the ticket details”.
A3	2.2	Spelling aligned to “authorised”.
A4	2.4	Way Bet terminology aligned; terminal / receipt “Bet Ways” acknowledged.
A5	2.9	Chances wording aligned to EZYPlay and Mystery Bet.
A6	2.12	EZYPick renamed to EZYPlay.
A7	2.17	Keno Display System (KDS) defined.
A8	2.18	Keno Entry Form adopted as controlled term.
A9	2.24	Mystery Bet expanded to include spots, games, and selected numbers.
A10	2.27	NT Keno XTRA scope clarified; 2x / 3x / 4x / 5x / 10x values stated.
A11	2.29	Print Pay Ticket wording expanded to include payout evidence.
A12	2.32	Set Bet plural wording clarified.
A13	5.4	Play Slip terminology aligned to Keno Entry Form.
A14	5.6	Overs / Unders selection clarified.
A15	5.9	XTRA purchase wording clarified; player does not influence multiplier.
A16	5.9	Standalone multiplier bullet list removed from clause body.
A17	5.10	Ticket particulars aligned; Way Bet and XTRA indications added; promotions line removed.
A18	5.11	Examples of permitted additional ticket information added.
A19	5.13	Casino Operator authority and Direction of the Director wording added.
A20	5.16–5.17	Validation failure and next-available-game handling clarified.
A21	5.18 / 7.3	Cancellation of pre-booked cross-day games clarified.
A22	5.20	Original printed Keno ticket required to claim prizes.
A23	10.4	Ticket return rule clarified for multi-game tickets.
A24	11.x	Cheque posting clause removed from rules body.
A25	5.10	Promotions line removed from ticket particulars.
A26	14.6	Host Keno system precedence rule added.

APPENDIX B — VERSION 1.1 TO VERSION 1.2

#	Clause / Section	Change
B1	2.27	XTRA definition expanded, then cleaned to system-generated wording only.
B2	5.9	XTRA entry wording updated; multiplier timing clarified.
B3	10.4	Ticket return rule rewritten for multi-game settlement.
B4	11.5	Pro-rating rule rewritten with sub-clauses and formula.
B5	13.7	Jackpot signage wording updated; host system confirmed as source of truth.
B6	14.6	Host Keno system precedence clause added as overarching rule.
B7	11.5(b)	Pro-rating threshold corrected to "equals or exceeds \$200".
B8	11.5(c)	Formula threshold aligned to "≥ \$200".
B9	11.6	XTRA multiplier display rule added.
B10	11.7	XTRA ticket / Print Pay Ticket details rule added.

APPENDIX C — VERSION 1.2 TO VERSION 1.3

#	Clause / Section	Change
C1	11.3	Settlement wording aligned to legal “may” and three-path structure.
C2	11.5(d)	“Combination (Ways) bet” aligned to “Way Bet”.
C3	5.21	Meta-commentary removed; operative wording retained only.
C4	2.41	Site Cheque Voucher definition added.
C5	2.42	Central Site Voucher definition added.
C6	12.1 / 12.2	Ticket expiry updated from “twelve (12) calendar months” to “three hundred and sixty-five (365) calendar days”. Reason: improves precision and removes ambiguity associated with varying month lengths. No change to actual claim duration.
C7	13.5	Secondary prize pool reset behaviour standardized across all spot games. Updated to reflect actual system behaviour where, upon jackpot win, the entire secondary prize pool transfers to the jackpot prize pool.
C8	14.2	External comparator reference (“Taskeno”) removed from clause. Rule retained in its operative NT Keno-only form. Reason: external system references are not appropriate in the operative ruleset.
C9	2.9	Legacy term “QuickPick” replaced with “EZYPlay” to align with the renaming originally captured in A6. Cleanup of residual legacy reference; no behavioural change.

APPENDIX D — VERSION 1.3 TO VERSION 1.4

#	Clause / Section	Change
C1	2.10	Definition of Director has been updated.
C2	2.27	Definition of NT Keno Xtra amended to reflect the 1x option.

NOTES



THE TERRITORY'S BIGGEST GAME