

---

***Gooooal***

---

Rules of Play and Terms of Participation

Valid from 27 June 2022

**Contents**

**A. GENERAL PROVISIONS ..... 2**  
Art. 1 Organization..... 2

**B. NATURE OF GOOOAL ..... 2**  
Art. 2 Nature ..... 2

**C. PARTICIPATION ..... 2**  
Art. 3 Participation options..... 2  
Art. 4 Contract conclusion..... 3  
Art. 5 Inputting picks and stakes ..... 3

**D. DRAW AND ANNOUNCEMENT OF THE DRAW RESULT..... 4**  
Art. 6 Draw ..... 4  
Art. 7 Announcement of the draw result..... 4

**E. PRIZES..... 5**  
Art. 8 Entitlement to prizes..... 5  
Art. 9 Calculation of prizes..... 5

**F. FINAL PROVISIONS ..... 5**  
Art. 10 Validity ..... 5  
Art. 11 Property rights..... 5  
Art. 12 Availability of copies..... 5

## **A. GENERAL PROVISIONS**

### Art. 1 Organization

1.1 The issue and operation of Gooool are governed by the Federal Act on Gambling of 29 September 2017, the Implementing Ordinance of 7 November 2018 to this Act, and the corresponding intercantonal and cantonal lottery regulations.

1.2 Swisslos, a cooperative domiciled in Basel, organizes Gooool in the territory of German-speaking Switzerland, Ticino and the Principality of Liechtenstein (collectively the "Swisslos Contract Territory") in accordance with these Rules of Play and Terms of Participation for Gooool.

1.3 Gooool can be played on the Internet Gaming Platform (ISP) provided by Swisslos on [www.swisslos.ch](http://www.swisslos.ch) in accordance with these Rules of Play and Terms of Participation.

1.4 Swisslos issues these Rules of Play and Terms of Participation as well as the "Terms for Online Participation", which provide detailed governance of participation in Gooool draws via the Internet, and reserves the right to change them.

## **B. NATURE OF GOOOL**

### Art. 2 Nature

2.1 Gooool is a lottery product in which lottery draws are made around every four minutes. Players submit picks on the outcome of one, two or three subsequently held random draws, the results of which determine the prizes paid.

2.2 The results of the random draws are displayed to players in the form of a video sequence of a virtual football match lasting around three minutes. This sequence shows which team scored the first goal (random draw 1) and the last goal (random draw 2), and what the final result of the match was (random draw 3).

2.3 For all possible picks, players are shown the prize money for the pick before it is selected. The amount of this prize money depends on the different strengths of the two teams appearing in the match and draw. The amounts of prize money in turn reflect the likelihood of the individual picks being winners. So if strong teams are picked, the prize money in the random draw will be less, but the likelihood of winning will be greater.

## **C. PARTICIPATION**

### Art. 3 Participation options

3.1 Players can pick which of two football teams will score the first and/or last goal in each of the forthcoming rounds, and/or what the final result will be in the video sequences of virtual football matches used to illustrate the results of the draw.

3.2 Players have three options per draw or round: single picks on the three draw or match results itemized in section 3.1; or combination picks, either in the form of double picks on two of the three round results or triple picks on all three round results. Combination picks can only be placed on multiple results from the same round. The following table shows an overview of the playing and pick options:

| Playing options       | Versions                        |                   | Number of pick options |
|-----------------------|---------------------------------|-------------------|------------------------|
| Single picks          | Result                          |                   | 9                      |
|                       | First goal                      |                   | 2                      |
|                       | Last goal                       |                   | 2                      |
| Double picks          | Result + first goal             |                   | 18                     |
|                       | Result + last goal              |                   | 18                     |
|                       | First goal + last goal          |                   | 4                      |
| Triple picks          | Result + First goal + last goal |                   | 36                     |
| Total playing options | 7                               |                   |                        |
| Types of pick         | Result                          | First goal        | Last goal              |
| Pick options          | 2 : 2                           | First-named team  | First-named team       |
|                       | 3 : 2                           | Second-named team | Second-named team      |
|                       | 2 : 3                           |                   |                        |
|                       | 3 : 3                           |                   |                        |
|                       | 4 : 2                           |                   |                        |
|                       | 4 : 3                           |                   |                        |
|                       | 2 : 4                           |                   |                        |
|                       | 3 : 4                           |                   |                        |
| 4 : 4                 |                                 |                   |                        |
| Total pick options    | 9                               | 2                 | 2                      |

3.3 An amount of prize money is shown for each pick. For double and triple picks, the prize money is calculated by multiplying the amounts for each of the single picks that make up the combination.

#### Art. 4 Contract conclusion

Participation in Gooool in accordance with these Rules of Play and Terms of Participation is open only to persons who conclude a corresponding Gaming Contract with Swisslos. In concluding a Gaming Contract with Swisslos, the player recognizes unreservedly these Rules of Play and Terms of Participation, including any addendums that may exist as well as the Swisslos "Terms for Online Participation".

#### Art. 5 Inputting picks and stakes

5.1 Players can input their picks and their stake into the input screens displayed on their devices, thereby paying to participate in the selected round. The input screens also show the prize money and the amount of money paid out in Swiss francs in the event of a win. In the case of entries involving combination picks, all the constituent picks must be correctly predicted in order to win the appropriate possible prize.

5.2 The stake or purchase price is debited from the game credit in the player's ISP wallet. If their game credit is less than the purchase price, the participant may not play; instead a message is displayed on the device stating that the game credit is too low.

5.3 For each round, which lasts about four minutes, a maximum of three entries involving single, double or triple picks may be submitted. The minimum stake per entry is

CHF 1, and the maximum is CHF 150. A maximum of five rounds are displayed at any given time, in which players can participate.

5.4 There is a closing time by which players can participate in each round. The deadline for the next draw is displayed to players on the input screens.

5.5 The menu structure on the game site allows players to participate in not only the next game, but also the four following games. The draws for these games take place four, eight, twelve and 16 minutes after the next draw.

5.6 The picks or entries are displayed to logged-in players on the input screen during the game, as well as being displayed in the player's game account both during and after the game.

5.7 It is not possible for players to cancel their entries.

#### **D. DRAW AND ANNOUNCEMENT OF THE DRAW RESULT**

##### Art. 6 Draw

6.1 After all the submitted entries have been stored and the sales period has come to an end, an electronically conducted random draw takes place with the aid of a certified random number generator. The results of a round consist of three independent draws: 1.) the match result (one out of nine possible results), 2.) the team that scores the first goal (one out of two possibilities), and 3.) the team that scores the last goal (one out of two possibilities).

6.2 This is a weighted random draw that, like the prize money on offer, takes account of the strength of the two participating football teams. For example, if team A is stronger than team B, it is more likely that a match result favouring team A will be drawn, and it is also more likely that team A will score the first or last goal. The prize money on offer and displayed for the various picks is calculated in proportion to this weighting.

6.3 If one or more of the three draws for a round cannot take place due to technical problems, all the participating players will have their stakes for all three draws reimbursed.

##### Art. 7 Announcement of the draw result

7.1 The draw result (e.g. 2:2, team A and team B) determines the course of the football match video sequence that displays the result of the draw on players' devices immediately after the draw has taken place. It consists of approximately three minutes of match footage in which, in this example, each team scores two goals, with team A scoring the first goal and team B scoring the last goal.

7.2 After the football match video sequence has been displayed, the result of the players' entry or entries is shown on their logged-in devices for around 20 seconds. This result (including the picks they chose) can also be viewed subsequently under "Game account" in the player's ticket archive. If the player is not logged in or did not take part, the correct picks are displayed after the football match video sequence.

7.3 The results of the draws for the previous two days can also be accessed online on the Swisslos ISP.

7.4 The public announcement of the draw results and the winners is made exclusively via [www.swisslos.ch](http://www.swisslos.ch) in the form of the relevant results display via the football match video sequence, and also in the form of the draw and prize information that is subsequently made available. If there are faults in connection with the transmission of the results display, it is possible that only the draw and prize information can be displayed. The draw

and evaluation become valid as soon as it is possible to carry out the draws and associated competition evaluation for a round.

7.5 The draw date displayed on the player's entry confirmation ticket is regarded as the date of the public announcement that is used to determine the expiry period.

## **E. PRIZES**

### Art. 8 Entitlement to prizes

8.1 An entry is entitled to a prize if all the picks it contains were correctly predicted.

8.2 Assessment of the entitlement to a prize in accordance with these Rules of Play and Terms of Participation is based solely on the entries containing the relevant picks that have been successfully transmitted to Swisslos and stored in the Swisslos Gooool gaming system.

### Art. 9 Calculation of prizes

9.1 The potential amount of prize money for an entry is calculated by multiplying the stake by the definitive prize money for each individual pick.

9.2 If an entry consists of two or three picks, the prize money is calculated by multiplying the prize money for the individual picks. The result is rounded to two decimal places in line with commercial practice.

9.3 The prize money for each entry is rounded to the nearest amount divisible by CHF 0.05.

## **F. FINAL PROVISIONS**

### Art. 10 Validity

10.1 These Rules of Play and Terms of Participation enter into force on 27 June 2022. Swisslos reserves the right to amend these Rules and Terms.

10.2 Where the French, Italian or English version of these Rules of Play and Terms of Participation deviates from the German version, the German version alone is binding.

### Art. 11 Property rights

The rights to Gooool and the associated video sequences of virtual football matches are the property of Swisslos and/or the game and video suppliers. The game and the football match video sequences may not be copied by players or used in any other way or form that violates these property rights.

### Art. 12 Availability of copies

Copies of these Rules of Play and Terms of Participation can be obtained from Swisslos, PO Box, 4002 Basel or from [www.swisslos.ch](http://www.swisslos.ch).