

Timezone Australia Summer School Holiday 2026 Competition - Load & Win

TERMS AND CONDITIONS

Definitions:

Immediate Family: means spouse, ex-spouse, de-facto spouse, child or step-child (whether natural or by adoption), parent, step-parent, grandparent, step-grandparent, uncle, aunt, niece, nephew, brother, sister, step-brother, step-sister or 1st cousin.

Promoter: means TEEG Australia Pty Ltd (ABN 61 003 710 110) of Level 8, 60 Miller Street, North Sydney, 2060 NSW, trading as Timezone.

Promotion: means the "Timezone Australia Summer School Holiday 2026 Competition - Load & Win" governed by these terms and conditions.

Promotional Period: means the period commencing on 05/01/2026 at 00:05 AEDT and ending on 02/02/2026 at 23:59 AEDT

Qualifying Transaction: means the purchase of the Summer School Holiday Timezone deal "Load & Win \$60, Load & Win \$80, Load & Win \$100, Load & Win \$160 or Load & Win \$250" in one transaction via the Timezone Fun App (available for download via the App Store or Google Play) or in a Timezone venue during the Promotional Period.

Terms and Conditions:

1. Information on how to enter and the prize(s) form part of these Terms and Conditions. Participation in this Promotion is deemed acceptance of these Terms and Conditions.
2. Entry into this Promotion is only open to Australian residents.
3. Entrants under 18 years old must have parental/guardian approval to enter and further, the parent/guardian of the entrant must read and consent to these Terms and Conditions. Parents/guardians may be required by the Promoter to enter into a further agreement as evidence of consent to the minor entering this Promotion.
4. Employees of the Promoter and their Immediate Families and any agencies associated with this Promotion are ineligible to enter the Promotion. Any entry by an employee of the Promoter or their Immediate Family will be treated as an invalid entry resulting in the forfeiture of any right to win a prize.
5. To be eligible to enter the Promotion, registered guests must make a Qualifying Transaction.
6. Individuals that complete a Qualifying Transaction and either maintain or successfully create a Timezone account on or before 23:59 AEDT (based on **NSW** local time) on the date of the Qualifying Transaction will be automatically entered into the Promotion. Entrants are however only allocated one (1) entry per day for their Qualifying Transaction, regardless of how many qualifying transactions are made within that day. Individuals may create a Timezone account by taking the following steps:
 - Visiting <https://portal.timezonegames.com/> and following the prompts to create a Timezone account or downloading the Timezone Fun App from

- the App Store or Google Play and creating a Timezone account by signing up with either a valid phone number or email address; and
- Adding the Powercard in respect of which the Qualifying Transaction was processed to their account.

For clarity, individuals that make a Qualifying Transaction via the Timezone Fun App during the Promotional Period will receive an automatic entry into the Promotion. Individuals that make a Qualifying Transaction in-store at a Timezone must create a Timezone account and register their details (including their Powercard) by no later than 23:59 AEDT (based on **NSW** local time) on the same day that their Qualifying Transaction was made, in order to receive an entry into the Promotion.

7. Entrants automatically receive one (1) entry per day for a Qualifying Transaction, with no additional entries granted for multiple transactions on the same day. However, multiple Qualifying Transactions throughout the Promotion Period are permitted and, if registered accordingly, will generate multiple entries, allowing entrants to win more than one (1) prize.
8. Where an entrant makes a Qualifying Transaction in a Timezone venue, the entrant must retain the Timezone Powercard which was used to make the Qualifying Transaction, clearly showing the card number for all entries as proof of purchase. Failure to produce the proof of purchase for all entries when requested may, in the absolute discretion of the Promoter, result in invalidation of all of an entrant's entries and forfeiture of any right to a prize.
9. The Promoter reserves the right, at any time, to verify the validity of entries and entrants (including an entrant's identity, age and place of residence) and reserves the right, in its sole discretion, to disqualify any individual who the Promoter has reason to believe has breached any of these Terms and Conditions, tampered with the entry process or engaged in any unlawful or other improper misconduct calculated to jeopardise fair and proper conduct of the Promotion. Errors and omissions may be accepted at the Promoter's discretion. Failure by the Promoter to enforce any of its rights at any stage does not constitute a waiver of those rights. The Promoter's legal rights to recover damages or other compensation from such an offender are reserved.
10. Incomplete or indecipherable entries will be deemed invalid.
11. If there is a dispute as to the identity of an entrant, the Promoter reserves the right, in its sole discretion, to determine the identity of the entrant.
12. There will be one (1) draw conducted for the entries received on each day of the Promotional Period, for a total of twenty-nine (29) draws ("Daily Prize Draws"). Subject to the starting and closing time of the Promotional Period, entries into each Prize Daily Draw will open at 00:00 AEDT and close at 23.59 AEDT each day based on **NSW** local time. Entries in each Daily Prize Draw will NOT be entered into any subsequent Daily Prize Draw(s).
13. All Daily Prize Draws will take place at TEEG Australia Pty Ltd of Level 8, 60 Miller Street, North Sydney, 2060 NSW. Each Daily Prize Draw will take place (as the case requires) two business days after entries close for that Daily Prize Draw, with the first Daily Prize Draw taking place on 07/01/2026 and the last Daily Prize Draw taking place on 04/02/2026. Each daily draw will take place at 16:30 AEDT (based on **NSW** local time). ACT Daily Draw winners' names will be published online at <https://www.timezonegames.com/en-au/competitions> on 11/02/2026. Prize Winners

will only receive notification of their prize if they have opted in to receive marketing communications. If a Prize Winner has not opted in, it is their responsibility to check their Timezone Fun account to see whether they have been allocated a prize.

14. The Promoter's decision is final, and no correspondence will be entered into.
15. The first valid entry drawn in each Daily Prize Draw will win a \$250 Timezone Credit.
16. The next two (2) valid entries drawn in each Daily Prize Draw will each win a \$100 Timezone Credit.
17. The next twenty (20) valid entries drawn in each Daily Prize Draw will each win a \$50 Timezone Credit.
18. The next fifty (50) valid entries drawn in each Daily Prize Draw will each win a \$20 Timezone Credit.
19. The next one hundred and forty five (145) valid entries drawn in each Daily Prize Draw will each win a \$10 Timezone Credit.
20. The next two (2) valid entries drawn in each Daily Prize Draw will each win 1,000 Timezone Powertickets valued at \$10.
21. The next forty (40) valid entries drawn in each Daily Prize Draw will each win 500 Timezone Powertickets valued at \$5.
22. The next two hundred and forty (240) valid entries drawn in each Daily Prize Draw will each win 200 Timezone Powertickets valued at \$2.
23. Any Prizes not allocated in the Daily Prize Draw, will not carry over to the following day and a draw will take place at the end of the Competition Period, as per clause 29 to ensure all Prizes are allocated. There will be no unclaimed prizes as prizes will automatically be applied to the winner's Timezone account for the entrant to redeem as per clause 24.
24. Irrespective of whether a registered guest receives their confirmation of entry to the Promotion email, Timezone credit and/or Timezone Powerticket prizes will be applied to the winner's Timezone account for the entrant to then redeem in-store at their closest Timezone Venue. To clarify, winners, must go to their local Timezone Venue to redeem their Timezone credit and/or Timezone Powerticket Prizes. An entrant has 30 days from the date the prize is issued to redeem the prize displayed in their Timezone account at the closest Timezone Venue, or the prize will expire. Under no circumstance will the validity of the prize be extended.
25. Any ancillary costs associated with redeeming a Timezone credit/Powerticket are not included. Any unused balance of a Timezone credit/Powertickets will not be awarded as cash. Redemption of the Prepaid Gift Cards are subject to any terms and conditions of the issuer. Redemption of the Timezone credit/Powerticket prizes are subject to Timezone's standard terms and conditions.
26. If for any reason a winner does not take and/or redeem a prize (or an element of a prize) at or by the time stipulated by the Promoter, then the prize (or that element of the prize) will be forfeited.

27. If any prize (or part of any prize) is unavailable, the Promoter, in its discretion, reserves the right to substitute the prize (or that part of the prize) with a prize to the equal value and/or specification, subject to any written directions from a regulatory authority.
28. Total prize pool value is **\$133,400.00 AUD**. Prizes, or any unused portion of a prize, are not transferable or exchangeable and cannot be taken as cash, unless otherwise specified.
29. In the case that any of the Daily Prize Draw Prizes are not allocated for any reason including (but not limited to) low entry volume, a prize draw including all non-winners will take place on 16/02/2026 at 16:30 AEDT at TEEG Australia Pty Ltd of Level 8, 60 Miller Street, North Sydney, 2060 NSW to allocate the remaining Prizes. Any ACT winners' names from this draw will be published online at <https://www.timezonegames.com/en-au/competitions> on 23/02/2026. Prize Winners will only receive notification of their prize if they have opted in to receive marketing communications. If a Prize Winner has not opted in, it is their responsibility to check their Timezone Fun account to see whether they have been allocated a prize.
30. Entrants consent to the Promoter using their name, likeness, image and/or voice in the event they are a winner (including the Photo or any other photos, film and/or recording of the same) in any media for an unlimited period without remuneration for the purpose of promoting this Promotion (including any outcome), and promoting any products manufactured, distributed and/or supplied by the Promoter.
31. If this Promotion is interfered with in any way or is not capable of being conducted as reasonably anticipated due to any reason beyond the reasonable control of the Promoter, including but not limited to forced government closures, technical difficulties, unauthorised intervention or fraud, the Promoter reserves the right, in its sole discretion, to the fullest extent permitted by law: (a) to disqualify any entrant; or (b) subject to any written directions from a regulatory authority, to modify, suspend, terminate or cancel the promotion, as appropriate.
32. Any cost associated with accessing the promotional website is the entrant's responsibility and is dependent on the internet service provider used. The use of any automated entry software or any other mechanical or electronic means that allows an entrant to automatically enter repeatedly is prohibited and will render all entries submitted by that entrant invalid.
33. Nothing in these Terms and Conditions limits, excludes or modifies or purports to limit, exclude or modify the statutory consumer guarantees as provided under the Competition and Consumer Act, as well as any other implied warranties under the ASIC Act or similar consumer protection laws in the States and Territories of Australia ("**Non-Excludable Guarantees**"). Except for any liability that cannot by law be excluded, including the Non-Excludable Guarantees, the Promoter (including its respective officers, employees and agents) excludes all liability (including negligence), for any personal injury; or any loss or damage (including loss of opportunity); whether direct, indirect, special or consequential, arising in any way out of the promotion.
34. Except for any liability that cannot by law be excluded, including the Non-Excludable Guarantees, the Promoter (including its respective officers, employees and agents) is not responsible for and excludes all liability (including negligence), for any personal injury; or any loss or damage (including loss of opportunity); whether direct, indirect, special or consequential, arising in any way out of: (a) any technical difficulties or equipment malfunction (whether or not under the Promoter's control); (b) any theft, unauthorised access or third party interference; (c) any entry or prize claim that is late,

lost, altered, damaged or misdirected (whether or not after their receipt by the Promoter) due to any reason beyond the reasonable control of the Promoter; (d) any variation in prize value to that stated in these Terms and Conditions; (e) any tax liability incurred by a winner or entrant; or (f) use of a prize.

35. The Promoter collects personal information ("PI") in order to conduct the promotion and may, for this purpose, disclose such PI to third parties, including but not limited to agents, contractors, service providers, prize suppliers and, as required, to Australian regulatory authorities. Entry is conditional on providing this PI. The Promoter will also use, and handle PI as set out in its Privacy Policy, which can be viewed at <https://www.timezonegames.com/en-au/privacy-policy>. In addition to any use that may be outlined in the Promoter's Privacy Policy, if an entrant has opted in at the time of registering a Timezone account, the Promoter may, for an indefinite period, unless otherwise advised, use the PI for promotional, marketing, publicity, research and profiling purposes, including sending electronic messages or telephoning the entrant. The Privacy Policy also contains information about how entrants may opt out, access, update or correct their PI, how entrants may complain about a breach of the Australian Privacy Principles or any other applicable law and how those complaints will be dealt with. All entries become the property of the Promoter. The Promoter may disclose PI outside of Australia, see the Privacy Policy for more details.

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