

Terms & Conditions of Entry

SOLKARRA GROUP PTY LTD – D&D / Tabletop Membership Package Promotion

SOLKARRA GROUP PTY LTD (Promoter) is conducting this trade promotion in accordance with these Terms & Conditions of Entry. Information on how to enter, prize details, promotional material and the Schedule form part of these terms. To the extent of any inconsistency, the Schedule prevails.

Schedule

Trade Promotion name	SOLKARRA GROUP PTY LTD – D&D / Tabletop Membership Package Promotion
Eligible States / Territories	Australia Wide
Promotion period	Start: 27/03/2026, 12:00:00AM WAST/GMT+8 End: 24/04/2026, 11:59:59PM WAST/GMT+8 No entries will be accepted outside this period.
Promoter	SOLKARRA GROUP PTY LTD ABN 44 688 412 900 ACN 688 412 900 Address: 11 Cookworthy Road, Abbey, WA, 6280 Email: club@solkarra.com.au Website: https://club.solkarra.com.au
Eligible entrants	Australian residents in the approved jurisdictions who are 18 years of age or older at the time of entry and who satisfy the method of entry requirements.
Method of entry	Entrants must purchase an eligible SOLKARRA GROUP PTY LTD D&D / tabletop membership package during the Promotion Period through the Promoter's website or other official sales channel. Each eligible purchase receives the number of bonus entries advertised for that package at the time of sale.
Membership packages	• Classic - 1 Day Membership - Access to digital downloads & content - 10% off the Solkarra Club store - 5 free entries to the DnD Giveaway • Silver - 7 Day Membership - Access to digital downloads & content - 10% off the Solkarra Club store - 25 free entries to the DnD Giveaway • Gold - 14 Day Membership - Access to digital downloads & content - 10% off the Solkarra Club store - 100 free entries to the DnD Giveaway

	• Diamond - 30 Day Membership - Access to digital downloads & content - 20% off the Solkarra Club store - 250 free entries to the DnD Giveaway
Prize details	One major prize package comprising: • 100+ resin printed Tabletop RPG Miniatures - Includes heroes, villagers, and enemies • 25 large/giant miniatures (2x2) • 4 EPIC huge/gargantuan miniatures (3x3+) • 5 canvas-printed DnD battle maps (600 × 600 mm) • D&D terrain kit (trees, rocks and obstacles) • Custom dice set by Roll4Shenanigans Second place minor prize package: • \$50 CraftyLlama gift voucher • \$50 Roll4Shenanigans gift voucher Third place minor prize package: • \$25 CraftyLlama gift voucher • \$25 Roll4Shenanigans gift voucher
Total prize value	Major prize valued at \$1,350 Minor prizes valued at \$150 Total prize pool value at \$1,500
Prize draw	Draw date: 25/04/26 Draw time: 10:00AM WAST/GMT+8 Draw location / method: Live on Facebook/Instagram at https://instagram.com/solkarra.club & https://facebook.com/solkarra.club The draw will be conducted by random selection, and each valid entry will have an equal chance of winning.
Winner notification	The winner will be notified by telephone and in writing by email within 7 days of the draw.
Winner publication	The winner's details will be published at https://club.solkarra.com.au within 30 days of the draw, and for any period required by applicable law.
Unclaimed prize draw / redraw	If the prize is not claimed by 25/05/26, a redraw may take place on 01/06/26 at 18:00 WAST GMT+8 at https://facebook.com/solkarra.club, subject to applicable law and any required regulatory approval.
Permits / Authorities	TP/04991 <i>All other states (WA, VIC, NT, TAS, QLD): no permit required, or no permit required where permits have been approved in other states for the same trade promotion.</i>

Terms & Conditions of Entry

1. Acceptance

Entry into the Promotion is deemed acceptance of these Terms & Conditions. Entrants must comply with these Terms and with all directions reasonably given by the Promoter in relation to the Promotion.

2. Eligibility

Entry is open only to persons who satisfy the eligibility criteria set out in the Schedule.

- Directors, officers, employees and contractors of the Promoter, and each of their immediate family members, are not eligible to enter unless expressly permitted by law and disclosed in the Schedule.
- The Promoter may require an entrant to provide proof of age, identity, residency and eligibility.
- An entry that is incomplete, illegible, altered, automated, fraudulent, duplicated or otherwise non-compliant may be declared invalid.

3. Promotion Period

The Promotion will run during the Promotion Period stated in the Schedule. Entries received outside that period are invalid and will not be included in the draw.

4. Method of Entry

To enter, an eligible entrant must complete the method of entry stated in the Schedule during the Promotion Period.

- Where entry is linked to the purchase of a membership package, the relevant package must be purchased through the Promoter's official channel and at the Promoter's ordinary retail price.
- Entries are promotional bonuses only. They are not sold separately, are not transferable, are not redeemable for cash and have no standalone retail value.
- If the Promoter advertises multiple eligible packages, each package will receive the number of bonus entries stated at the point of sale.

5. Membership Package Conditions

This Promotion is intended to promote the Promoter's D&D / tabletop membership offering. The Promoter should only publish this Promotion if the membership package is a genuine product or service offered by the Promoter in the ordinary course of business.

- The membership package must include real member benefits disclosed before purchase.
- The Promoter must not increase the ordinary retail price of a membership package for the purpose of this Promotion.
- The Promoter should retain records showing package pricing, member benefits and the advertised bonus entry allocation for each package.

6. Prize

The prize is the prize package described in the Schedule.

- The prize value stated in the Schedule is in Australian dollars and is based on the Promoter's reasonable retail valuation at the time the Terms are published.
- Unless expressly stated otherwise, the prize does not include any ancillary costs, accessories, insurance, customisation, assembly, freight outside standard delivery parameters, taxes or any other expense not specifically described in the Schedule.
- The prize is not transferable, exchangeable or redeemable for cash, except where required by law.
- If any prize item becomes unavailable for reasons beyond the Promoter's reasonable control, the Promoter may substitute that item with an item of equal or greater value, subject to applicable law.

7. Draw

The draw will be conducted at the date, time and location or by the method set out in the Schedule.

- The winner will be selected by random draw from all valid entries received during the Promotion Period.
- Each valid entry will have an equal chance of winning.
- The entrant does not need to be present at the draw unless the Schedule expressly states otherwise and that requirement is lawful in the relevant jurisdiction.

8. Winner Notification and Publication

The winner will be notified in accordance with the Schedule.

- Where required by law, the winner's details will be published in the manner and timeframe stated in the Schedule.
- By entering, each entrant consents to the Promoter publishing the winner's first initial, surname and postcode, or any other winner information required by law, unless the entrant has a lawful right to withhold that information and properly exercises that right.

9. Prize Claim, Delivery and Redraw

The winner must claim the prize and provide any reasonably requested verification information within the timeframe specified by the Promoter.

- The Promoter will use reasonable efforts to arrange delivery of the prize within 28 days after the draw or as otherwise permitted by law, subject to verification, availability and the winner's response time.
- If the prize is not claimed, the winner cannot be contacted, or the prize is forfeited in accordance with these Terms or applicable law, the Promoter may conduct a redraw at the date, time and place set out in the Schedule.
- Any unclaimed prize will be dealt with in accordance with applicable law and any permit conditions.

10. Verification, Disqualification and Fair Conduct

The Promoter may verify the validity of entries and entrants at any time.

- The Promoter may disqualify any entrant who tampers with the entry process, submits an invalid or misleading entry, acts improperly, or engages in conduct that jeopardises the fair and proper conduct of the Promotion.
- The Promoter's decision on the conduct of the Promotion is final, subject to any rights an entrant has under law.

11. Technical Issues and Changes

The Promoter is not responsible for late, lost, incomplete, corrupted, misdirected or delayed entries caused by technical disruption, network failure or other reasons beyond the Promoter's reasonable control.

- If any aspect of the Promotion is interfered with or cannot run as planned for any reason beyond the Promoter's reasonable control, the Promoter may, to the extent permitted by law and subject to any regulatory direction, modify, suspend, terminate or cancel the Promotion.
- If a draw or publication date must be changed, the Promoter will do so in accordance with applicable law and any permit requirements.

12. Privacy

The Promoter will collect personal information in order to conduct the Promotion, verify eligibility, contact the winner, deliver the prize and comply with legal obligations.

- The Promoter may disclose personal information to third parties that help administer the Promotion, including prize suppliers, delivery providers, marketing or platform providers and regulators, where reasonably necessary.
- If the Promoter intends to use entrant information for marketing or another secondary purpose, that purpose must be clearly disclosed at the time of entry and handled in accordance with the Promoter's privacy policy and applicable privacy law.
- Privacy policy: <https://club.solkarra.com.au/privacy>

13. Permits and Jurisdiction-Specific Compliance

The Promoter must obtain all permits, authorities, notifications and approvals required for the jurisdictions in which the Promotion is advertised or made available.

- NSW currently requires an authority for a single trade promotion where the total prize value exceeds \$10,000, and entry cannot involve a separate fee for participating, although entry by purchasing goods or services at normal retail value is allowed.
- ACT generally requires approval before a trade promotion lottery is advertised or conducted in the ACT, unless an exemption applies, including where total prize value does not exceed \$3,000.
- South Australia requires a licence for a drawn trade promotion where the total prize value exceeds \$5,000, and entry cannot be tied to goods or services that the trader does not ordinarily sell outside the promotion.
- Victoria does not require a permit for a trade promotion lottery, but conditions still apply, including free entry, required disclosures and winner publication rules for prizes over \$1,000.
- Northern Territory does not require a permit for a minor trade lottery with prizes totalling \$5,000 or less; higher-value lotteries or promotions without reliance on another jurisdiction's permit should be checked before launch.

14. Liability

Nothing in these Terms excludes, restricts or modifies any consumer guarantee, right or remedy conferred by law that cannot lawfully be excluded, restricted or modified.

- Subject to the previous paragraph, the Promoter is not liable for any loss, damage or expense arising from or in connection with the Promotion or the prize, except for liability that cannot lawfully be excluded.
- If the prize is damaged in transit, lost after delivery, or used improperly, the Promoter's responsibility is limited to the extent provided by law.

15. Governing Law

These Terms are governed by the laws of the State or Territory in which the Promoter is registered, unless another law must apply because of the jurisdiction in which the Promotion is conducted.