

## TERMS & CONDITIONS

### On the Money Competition rules

1. Entrants must be aged 18 years or over.
2. The prize is £500 of Argos vouchers that can be redeemed in-store at any UK Argos store.
3. A 'life' is an entry to the competition. In order to enter (and use the life), players must log in to the competition via their Facebook account.
4. The competition is open to all UK residents only, except employees of Home Retail Group.
5. The winner will be notified via email associated with their Facebook account within 7 working days of winning.
6. The vouchers will be posted to an address supplied by the winner.
7. The winner will be announced through our Facebook page each day. The winner may be required to participate in post-event publicity arranged by or on behalf of the promoter.
8. Promoted by Argos Distribution Limited, 489-499 Avebury Boulevard, Saxon Gate West, Milton Keynes, MK9 2NW.
9. Each player will receive three lives on their first log in to the competition, each day from 01/12 to 24/12.
10. Each player can receive one additional life, by sharing the app on their Facebook feed. This is a one-off, and players will not receive any additional lives for any additional times they share the app.
11. Each player can receive one additional life, for every new player who joins up to the competition having clicked on a Facebook link shared from the competition by the first player. The additional life will be awarded to the first player, once the new player first logs in to the competition. The new player will also receive one additional life when they log in, if they have reached the competition by clicking through from a Facebook share of the competition. There is no upper limit on how many extra lives a player can gain by successfully attracting other players to the competition in this way (so if 100 people all click on the Facebook post and log in, the player who made the Facebook post will gain 100 extra lives).
12. Players may practice as often as they wish. Scores achieved in practice mode will not be counted as entries to the competition.
13. During the competition players are presented with one product at a time and will have a set amount of time to decide whether to add it to their 'prize list'. The value of each product added to the 'prize list' is added to the player's total. The player decides when they want to finish playing and submit their entry. If the player does not make a decision about whether to add the product to their 'prize list' before the time expires, that product will not be added to their 'prize list' and will no longer be available for the player to add.
14. Once a player has submitted their entry, they will be shown their score. The aim is to get a score as close as possible to £500. After submitting their score, a player may not add or remove products from their 'prize list'.
15. The winner will be chosen each day at random from all the unique winning entries which are closest to £500.
16. If the prize is not claimed within 28 days, Argos reserves the right to draw a new winner.
17. No correspondence will be entered into.
18. Argos' decision will be final in all matters relating to the competition.
19. Prizes will be £500 in Argos vouchers. These will be sent by post to the winners within 30 days of the date on which they win the competition.
20. Games must be completed within 500 seconds of the contestant clicking 'Play for Real'. If Argos believes the game to have been played unfairly or pausing of the game to have occurred, the contestant will be disqualified.
21. Players are only eligible to win the game once.